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RAZE

No 6

# RAZE

APRIL 1991  
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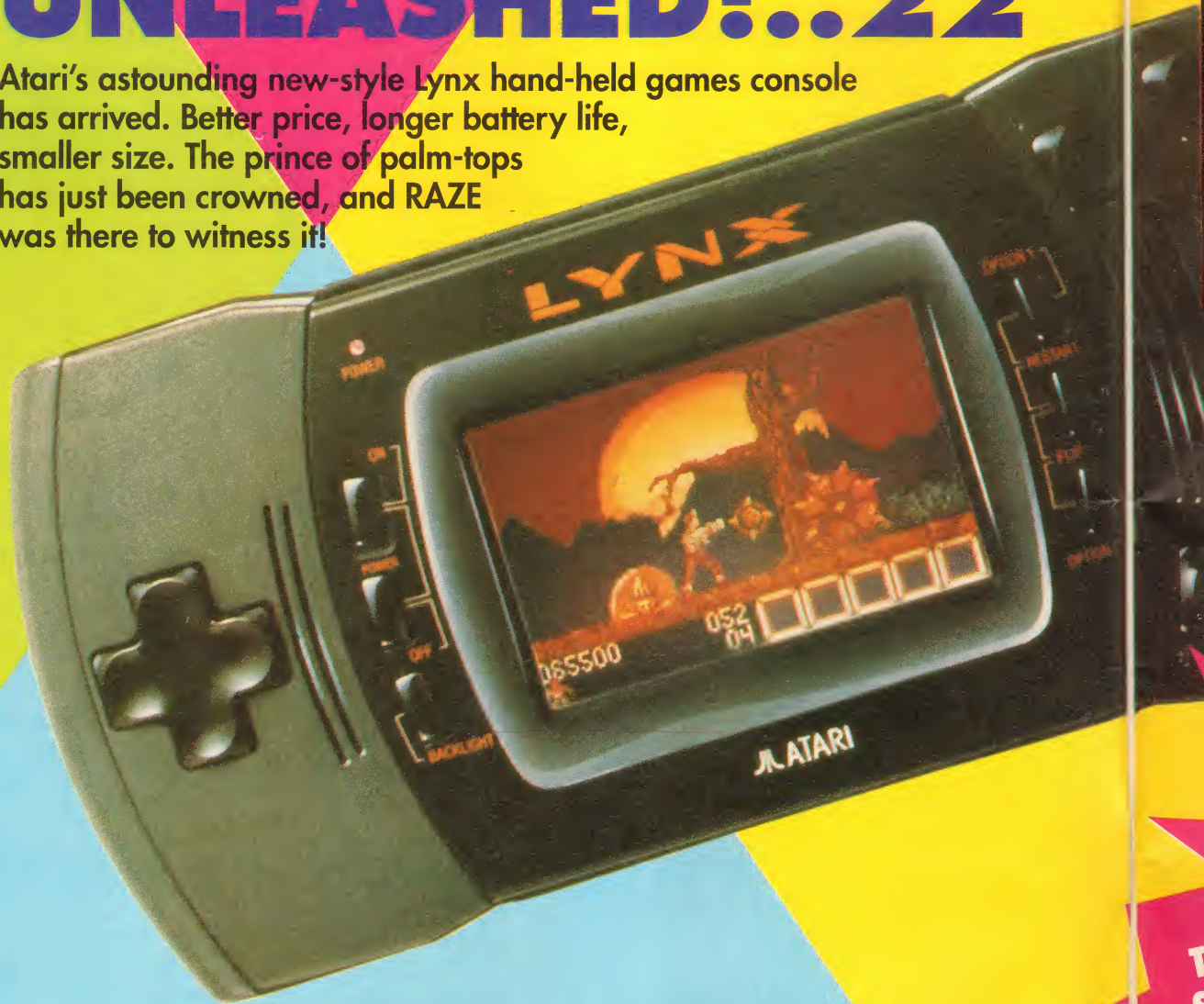
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Atari's astounding new-style Lynx hand-held games console has arrived. Better price, longer battery life, smaller size. The prince of palm-tops has just been crowned, and RAZE was there to witness it!

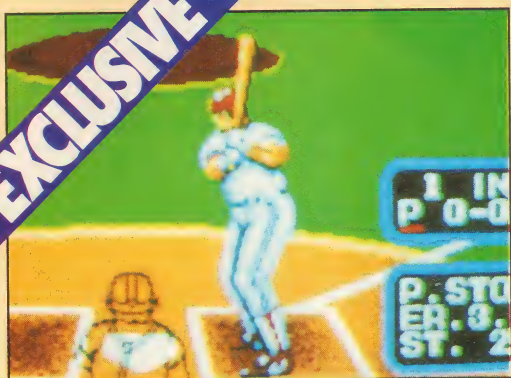


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# RAZE

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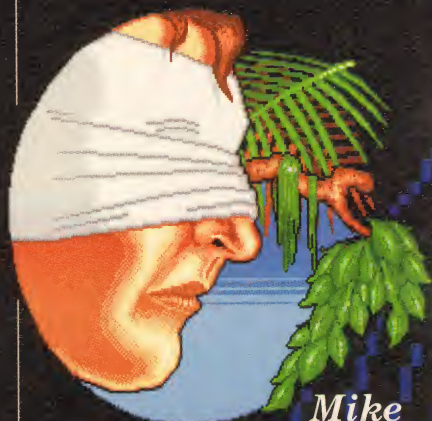
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*Mike Singleton's epic Midwinter was hailed by many as the strategy game of the decade. But now the sequel, Flames of Freedom, is ready to ask the question, how many games of the decade can you have? Julian Boardman makes room for one more*



# HOT STUFF!

**T**he sequel to last year's hit strategy, *Midwinter*, takes place 60 years after the original in a balmy 42-island (yes, 42!) archipelago off the coast of West Africa. The winter caused by a huge meteorite has long since passed, leaving the action to take place in sea and sun. But sea levels have risen forcing the inhabitants of Midwinter Isle to flee to the island of Agora, the main island of the archipelago. The whole of the area is controlled in the main by the Atlantic Federation.

The evil dictatorship of the Saharan Empire, based on the African mainland, is intent on



## GUIDE TO FLAMES OF FREEDOM ICONS



**Charm** – one of the six icons that make up your psyche.



**Deception** – another element making up your psyche.



**Aggression** – can be used in various circumstances.



**Mission briefing** – find out the what, when, why and how.



**Sex appeal** – yet another of your psyche attributes.



**Converse** – make friendly conversation with someone.



**Seduction** – when captured you can seduce your way out.



**Transport** – lets you see the vehicle offered to you.

overtaking the islands and defeating the Atlantic Federation. They have already enslaved some of the islands, and as the Federation's best agent it is up to you to stop them.

The islands are linked by a network of supply routes. Each island has its own danger rating, measured in up to five skull and crossbones. Cutting off the supply routes to a very dangerous island, by taking control of less dangerous islands around it, will lessen its danger rating, making it easier to capture. But the Saharans could just as easily do the same to you, and send the danger rating shooting right up, and leaving you trapped in hell.

To win over an island you must successfully complete six missions, for example knocking off a police chief, or destroying a Saharan installation. If you can take control of the right islands, control of the

Adjusting the eight parts of your psyche is very important. In the finished version, it will be impossible to be such an all-round great guy like this chap is. But it's not just psyche that you'll be able to alter via the intricate arrangement of icons. Most of the game's many elements are reached via this nifty scheme. As you can see here, the bearded bod is gearing up for action.



## PREVIEW POSTSCRIPT

★ Hot news from Electronic Arts this month with the imminent release of the Amiga conversion of *Warlords*. Like the hit IBM PC game, it will retail for £24.99. *Warlords* is an eight-player strategy affair where you must battle to win control of the other players' territories, therefore taking over the world. Sounds a bit like an Imageworks game...

★ Imageworks have a sprinkling of releases over the next few months. In *Mega-lo-Mania* you must battle with three computer controlled opponents to gain control of a planet in deep space. Apparently, the game contains superb graphics, startling sound effects and has some humorous touches to add to the fun. The action takes place over several ages with characters from one age sometimes appearing in another. Release details are sketchy but it should be out on the Amiga, Atari ST and Amiga.

★ Imageworks have released details of the game they hope will be shoot-'em-up of the year for 1991. In *Robozone*, you play the last in a long line of Wolverine robots. You must make your way through New York to shut down a furnace which is polluting the city. The three levels all sound very topical and environmentally friendly - I wonder if the manual will be printed on recycled paper? Amiga, Atari ST and IBM PC versions priced £24.99.

★ On a less serious note comes *Brat*, the cute kid with the mischievous lifestyle. Brat is lost in the fantasy world of Toy Town and must be guided back to normal life. He will also have to travel through the Park and Space World to make it back to his babysitter. There's an abundance of objects to collect and hazards to avoid. *Brat*, from Imageworks, will be out in spring for the Amiga and Atari ST, priced £24.99.



A close-up tactical map of the isle of Beni Mazar giving details of Federation positions around it. It also shows the high detail the 3-D fractal graphics allow. The picture to the right is the main tactical map showing: A, your cursor; B, your home island of Agora where the final battle will be fought; C, supply routes which are very important.

inevitable final battle against the empire on the island of Agora will be far easier to win. Out of the 42 islands you only actually need seven, but they must be exactly the right seven, or you'll fail miserably against the huge resources of the Saharans.

Each of the islands has its own cultural background and contains some of the four thousand characters with which you can interact. Considerately, the programmers have provided an in-game notebook to allow you to keep track of who you have met and any details you may wish to remember.

The game is played from a first person perspective, making it a "Game of Personalisation", a true roleplaying game (and also getting rid of the need to control over 30 characters at once, one of the main niggles of *Midwinter*). At the beginning you are given the chance to create an agent from eight psychological characteristics and five

physiological. Creating characters is always a juggling operation, a compromise, no-one can be perfect, and one attribute is always increased to the detriment of another.

With 42 islands, fully implemented seascape in between, 22 modes of transport, thousands of buildings and 4,000 characters in 500,000 square miles of 3-D light-sourced environment, and a manual that gives over 150 pages of intense strategy for those who want to get really involved, it is going to be one hell of a game.

*Midwinter II - Flames of Freedom* from Rainbird will be available on Amiga (May) and Atari ST (March), priced £29.99, and IBM PC (June), priced £34.99.



While on the move, the status bar at the top remains the same. Details of your position on the island, speed, direction, the weapon you're carrying, your energy, the time, and other information is given here. The only things that change are the view and the capabilities of each vehicle.



# GIFT FROM THE GODS

**RAZE renegade, Julian Boardman played God and gave everyone magic pockets**

**H**aving taken another industry award this year for *Speedball II* as the best arcade game of the year, The Bitmap Bros, alias Renegade, are on a bit of a roll. Their two new products, their only releases planned for the first half of the year, look like continuing their run. Indeed, to cash in on the undoubted popularity of the original "lads" of the software industry, Mirrorsoft and Mastertronic are respectively rereleasing *Speedball*, the seminal future sports game, at just £9.99, and *Xenon*, the prequel to the 1989's arcade game of the year, at a similar price.

**Gods**, due for release in early March, is a mammoth concept. It introduces aliens with artificial intelligence to the level where it is almost

an interactive action game. The game itself is also blessed with a level of intelligence to help the player come to grips with the system itself.

The game revolves around a gladiator who has to travel through four worlds in order to complete four tasks and assume the immortal status of a demigod. He has to take on a whole host of monsters, puzzles and seemingly impassable obstacles. The player has to come to terms with the various ways that the game can be played, the puzzles can be solved, and the baddies can be beaten.

The first world is something of a learning experience for the player, giving them a chance to get used to the puzzle structure of the gameplay. For example, a player may have sussed a fairly elementary puzzle, say to find a key. Should he, once he has got used to it, perform the task very quickly, he may be rewarded for his speed. This reward may make one of the later puzzles far easier than it would have been.

All of the aliens and characters have attributes that affect their behaviour. Some will attack, some will roam, and others may wander in

groups following a leader, kill the leader and then bugged off. Another character, like a thief, can be used to your advantage and perform dangerous tasks for you with a bit of trickery and coercion.

Should you be totally crap however, the game will make adjustments for your level of skill to stop the game being consigned to the shelves. Because most levels are timed and the health and status are constantly monitored, the game can drop in ridiculously thick aliens, who might drop loads of health for you and save your life. But don't think that you can fool the game by being deliberately crap, you will only be able to get so far without certain objects.

An intelligent platform game is something of a rarity and what makes it even better is that there are so many ways of playing it. Only very rarely will two games be the same, giving a whole new meaning to value for money.

**Magic Pockets** will be following on in May, fingers crossed. A poor lad has had all his toys stolen from his pockets by monsters. He then duly dives into the magical world below the fluff and 5p coins like some character from the Beano. From then it becomes a romp through the programmer's childhood in a huge platform scenario. He has to retrieve his toys from the six levels of each world before the nasties do. Then he can use the toy to go on a little bonus run through the level taking out all the monsters.

Throughout the four levels, the kid has to race around using the magic in his pockets to produce a weapon with four power levels. The longer he spends fiddling in his pockets, the higher the level. Each time he knocks out one of the nasties they drop sweets. Some have more hit points than others so need more hits but they do drop more sweets when they finally go.

A lot of emphasis is placed on the score which affects the number of power-ups you receive and so on. This flexibility allows the player to get through the game in different ways depending on how he manipulates the score, creating different gameplay situations. If you are doing well, one of the monsters will make a direct run for the toy. If he gets it you lose your toy bonus, and a lower score means less power-ups.

A cutsie platform game with a degree of intelligence from the Bitmaps. Look out for it in early May.

Whatever happened to Ali Bongo?

## PREVIEW POSTSCRIPT

★ Imageworks, in association with Vivid Image, have a Japanese beat-'em-up planned for this autumn. Called *First Samurai*, it follows a young warrior as he travels forward in time to the Japan of 2323 AD to avenge the death of his master. Available for Amiga, Atari ST and IBM PC.

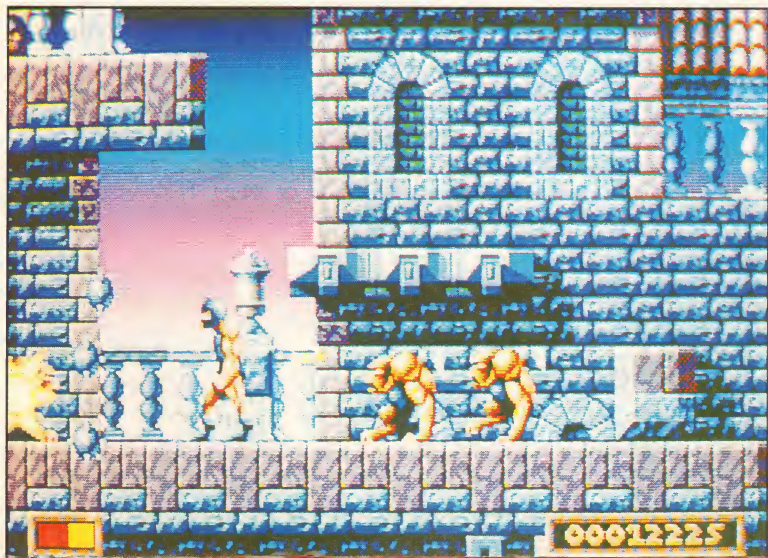
★ MicroProse have formed a deal with Legend Entertainment Inc. Their first release will be the text adventure *Spellcasting 101: Sorcerers Get All The Girls*, written by Steve Meretzky. A sorcerer is trying to escape from his evil stepfather but first he must negotiate raucous fraternity parties, excursions and spell-practising in the simulation lab. Available from MicroProse on the IBM PC at £29.99 now.

★ *Cruise for a Corpse* is the next release from Cinematique through US Gold. You play Inspector Raoul Dussentier who, jinxed in the same way as Poirot and Marple, keeps finding murders wherever he goes. The mouse-driven adventure takes place on a rich Greek's yacht. Expect it on all 16-bit formats sometime in the spring.



★ *Cybercon III*, from US Gold, is the Assembly Line's latest venture (after *E-Motion* and *Vaxine*). A peace-keeping computer has gone mad (where have I heard that before?) and you have to go into the *Cybercon III*'s defence complex to salvage the equipment and destroy the computer. The 3-D vector graphic-based arcade adventure should be with us in March on all 16-bit formats.

★ Strategy fans will be pleased to know that Impressions have two new releases planned. *Cohort-Fighting For Rome* is the successor to *Rorke's Drift*, and *Merchant Colony* sees you trying to colonise unknown lands for 19th century England. Expect both around now for £24.99.



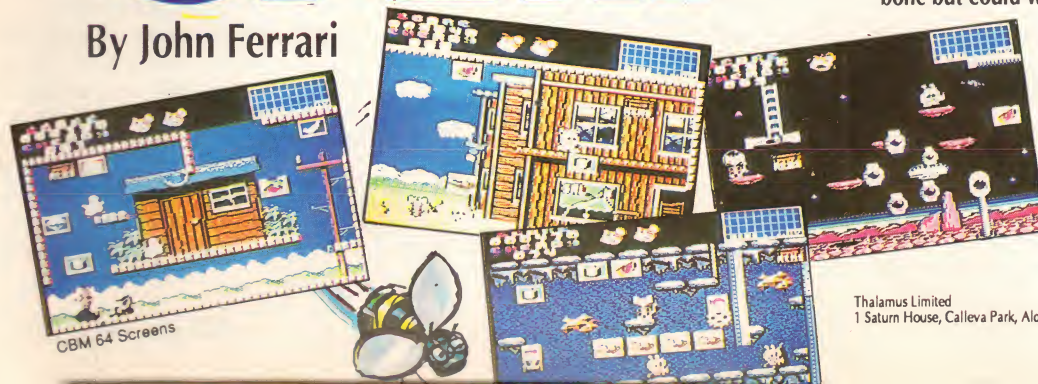




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By John Ferrari



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# BIG IN

**There's no truth to the rumour that our correspondent – Shintaro Kanaoya – was the only Japanese person to be drafted by the army to help in the Gulf conflict. While it's true Shintaro is involved in a gulf conflict, it has nothing to do with the Middle East and everything to do with Suzy Uki!**

**M**inasama yokoso. All my rantings and ravings concerning the Super Famicom have been for a very good reason. The machine is one hell of a performer! I'm sure many of you must have seen Nintendo's latest games console – at a friend's or computer show – and been suitably impressed. Let's face it, the console kicks the crap out of anything in crap kicking distance.

You may have seen the review of the machine in RAZE a couple of months back. The hardware's all very well, but it's the software that really makes it. For that reason

I've decided to dwell on the subject and devote a few paragraphs to the astonishing games currently available.

Let's start with the basics – Super Mario World. To say that it's an improvement over all the others would do it a terrible disservice. It's like saying that the Turtles are merely annoying, when everyone knows they are the biggest pain in the rectum since... well, bestiality. Mario now flies, spins and belly flops. The two player game is more versatile than previous versions and allows you to play with or against your opponent. Despite all that's good about Super Mario World, it isn't really the game to look at to prove the SFC's worth. No, it is in fact F-Zero.

I thought I'd seen fast games in my time, but I've never seen speed this speedy until F-Zero. Indeed, I

am told these effects are not ordinarily experienced by mortals unless under the influence of some hallucinatory substance. The ferocity of this game is immense, especially at the magic 950 km/h. Apart from speed, rotation is F-Zero's magic. When you jump off the track and crash, the screen rotates through 360° with your burning wreck in the centre. The fluidity of this rotation hits you harder than finding out who killed Laura Palmer (it was the sheriff and her father together, incidentally). Smooth is a word to describe silk or certain parts of the anatomy; F-Zero is like mercury running over lace. If this is an indication of things to come, make sure you reserve your SFC now!

So what's there to look forward to on the SFC? A hell of a lot. Already out by the time you read this will be Super Mario, F-Zero, Populous, Pilot Wings, Gradius III, Final Fight and Jumbo Ozaki's Hole in One. What you'll be getting in March, to name but two, are Drakkhen and Sim City. Later still you'll get Darius Twin, Dungeon Master, Ghosts and Goblins III, Super R-Type and a few RPGs and baseball games.

There's also Dragon Quest V to look forward to. Those of you who know about these things will understand how fanatical the Japanese are about the Dragon Quest series. This is the very series that has people taking days off work, school, baseball, saki and strip Mah-Jongg. Now the fifth in the series is about to be unleashed. The expectation in Japan is phenomenal – even though the game will only be ready in a year's time.

## HARD DRIVIN'

But we can't dwell on the SFC all day. There are other, cough, minor computers to deal with like the Mega Drive. On the Sega's beast the big news is the release of Shining and Darkness, the RPG that looks set to outdo Dungeon Master. Alternatively, if you are more a blood, alien, shoot-

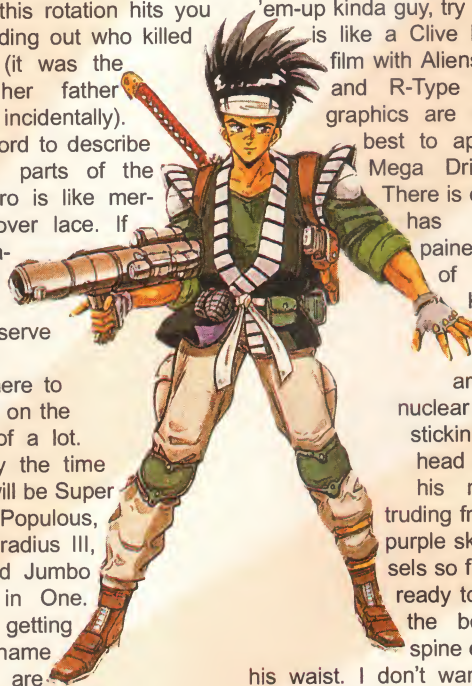
'em-up kinda guy, try Gynoug. This is like a Clive Barker horror film with Aliens atmosphere and R-Type action. The graphics are some of the best to appear on the Mega Drive to date.

There is one boss who has the twisted pained expression of Freddy Krueger at the end of part four – no arms, a mini nuclear power plant sticking out of his head and shoulder, his muscles protruding from his blue – purple skin, blood vessels so full that they're ready to explode and the bottom of his spine emerging from

his waist. I don't want to see this guy's death sequence!

A more familiar game is Midnight Resistance. Two caucasian hunks, with matching bandanas and bleached hair, run riot picking up extra weapons and destroying tanks, buzzsaws, heavy machinery and the odd person here and there. Straight forward shoot'em-up satisfaction.

Speedball meets American Football. Good unclean fun. If you want a real American Football game there's Joe Montana's Football. Named after some brazen caucasian hussey (who the girls love for his intelligence and his ability to conduct a conversation on cross-field passes and successful interceptions), this is







# JAPAN

your basic, no nonsense, American football game.

For the more discerning sportsman there's Battle Golfer. It's you against the forces of evil on the golf green. Armed only with a set of golf clubs, you must defeat the enemy over a bizarre range of courses. Some are shaped like people while others resemble baseball pitches – weird! It's basically an RPG in which you beat opponents by playing golf. Daft? Yes!

More familiar games due for imminent release are Volfied and Advanced War Simulator – The Nazi Conflict. The war game includes sampled shouts of "Heil Hitler!" and a beautifully digitised picture of the main man.

Before we leave the Sega section, there's Pac Man to look forward to on the Game Gear. Moan? I did! Pac Man's fine... if this was 1981 and not 1991. This great symbol of the '80s should be left in the decade it was born.

## PLATFORM PERFORMER

Onto one of my favourite machines, the PC Engine. Loads of releases imminent, but none that really leap out and grab you by the gonads.

However, for starters, there's Forgotten Worlds and Strider. There's an interesting story surrounding Strider: it was supposed to be Super Grafx only. Now there's a Super Grafx and PC Engine game on the one card. To my highly warped journalistic mind this suggests that the SG hasn't sold in the vast quantities

that NEC might have hoped. In fact, in the next three months, only one game will be SG specific. Also, in the list of almost 50 games to appear anytime after April, only one game will take advantage of the SG's graphics – and the (un)lucky game is 1941. It looks to be a case of SG RIP.

Another first in Japan is Menkuri, a seat with built in joystick holder. "For super technical shooting game", the blurb on the £30 chair reads. Of course, this idea was first pioneered by Konix (where are they now?), so this is not technically a first, but at least it is available.





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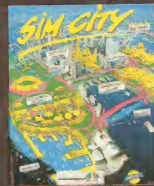
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# entertainment



*Hank Weinsnotter is a busy man. When he's not playing with himself (on his NES), he's playing with other people (on their NESes). Just imagine the look on his face when we sent him to the Las Vegas CES gathering – pure ecstasy*

**J**anuary (as it is at the time of writing) is a busy time for us American hacks. The Consumer Entertainment Show is raring to go and innumerable magazines are knocking at my door, all wanting the latest news from the Las Vegas venue. Well, the big news is that Atari stole the show (so to speak) with the announcement of their new Lynx for \$99 and a behind-closed-doors unveiling of their new games console. The Atari news is covered in full in Atari Attack (pages 22-23), so I'll concentrate on the smaller (but still as juicy) bits of information I obtained on my rounds.

Remember the Mattel **Powerglove** for the Nintendo? It uses ultrasonics to allow players to control images on the television screen. Well, the first product to successfully use the thing is a game

called *Super Glove Ball*. Incidentally, Mattel have released an electronic toy that makes sound effects when you move it. Mattel call it the first "virtual sound product".

The developers of the Powerglove, AGE, have made an agreement with PC mouse producer, Logitech, to create a sub-\$200 ultrasonic data-glove for ANY computer. Logitech are also working on a 3-D "flying mouse". You can be in no doubt that I'll be following up this story!

AGE, in conjunction with TVR research, are expected to develop attractions using virtual reality for two major theme parks. One park is expected to be built in Osaka, Japan (costing around \$680 million – and that doesn't even include the cost of the land!) and the other may be on the east coast of the States. Virtual reality would let amusement park

operators pack more attractions into a smaller area. For example, one attraction is a race with 20 radio-controlled cars. Drivers wear head-mounted displays (HMDs) and get the 3-D views from cameras placed inside the remote models. People watching the race will see cars in line as if they were watching from the stands, but of course they'll be no-one in them.

Also using HMDs and 3-D camera techniques, amusement park operators would be able to let people ride on miniature roller coasters, but experience the ride as though they were on the largest roller coaster ever.

■ Two replacement control pads for the Nintendo have fallen my way and should be of interest to anyone who's fed up with the Nintendo excuse. The first example, from Hudson Soft, is called the **Joycard Sansui SSS**. This controller features a directional pad and rapid fire of up to 15 shots per second. But what really sets the Joycard apart is its stereo simulator system. Just plug a pair of headphones in the Joycard and you've got stereo game sound!

■ Next comes Happ Control's Competition Pro pad. Called the **Professional Control Pad**, this sleek little pad features options that will make your NES gameplay better than ever. Blast enemies with the multi-functional turbo, and up to 18 shots per second rapid fire. Use the eight-direction precision control to work your way out of tricky spots. If you're still stuck, switch into slo-mo to practise until you're a pro. When I find a UK distributor, I'll be sure to let you folks know all about it.

■ In California Dreams' *Tunnels of Armageddon* you'll be busy swerving past moving 3-D barriers, blasting 3-D robot guardians and keeping the (3-D) walls from caving in on you. Some say you're the best rocket jockey in the galaxy – but then mom is the loyal sort. There are 20 stages seen in the first-person viewpoint. Out soon on Amiga and IBM PC.

■ *Street Rod* is California Dreams' answer to Spectrum Holobyte's *Vette*. Driving one of 25 classic cars ('32 Ford Coupe, '63 Vette or a souped up Street Rod perhaps?) and choosing any of the 35 custom parts, you can nip over to Bob's Drive-In and do a bit of draggin'. Out soon on Amiga and PC.





## FREAKIN' FUNKY FUZZBALLS

### SIR-TECH ● ETBA

To paraphrase the box blurb: they're cute, they're fuzzy and they're ticked off. Why? Because you've been hounded and kicked around for no apparent reason for too long! So it is a case of the funky fuzzballs striking back!

This new arcade puzzle game comes with 15 levels displayed in glorious VGA (it even supports all the soundboards AND extended memory, if you have any). Each level begins with the opening of a creaky, wooden door and an animated fuzzball walking through it. The screen then switches to the first level. Here, via a lookdown viewpoint, you'll see your fuzzball standing on a tiled floor with the enemy in attendance.

The object of each level is to collect the required keys to be able to head for the door icon and zoom to the next level. As you move about, various tiles will change into different helpful

icons – that is, unless the enemy get them first! Some of the icons include rings (to increase your vitality), food (increases strength and points), shields, armour, potions, dynamite and so on. Collecting items can result in different actions. For example, use the match then use the dynamite and blow up your enemy!

Some worlds allow you to move in straight lines, others allow you to move in diagonals, other worlds have disappearing floors! The object of the game is to get to level 15, set off the bomb and finish off the enemy.

*Freakin' Funky Fuzzballs* is an excellent, if infuriating, arcade puzzle. My only worry is that it may be completed too quickly. I reached level six in no time – and there are only 15 levels.

IBM PC  
AMIGA

80%  
OUT SOON

■ The Thrustmaster is an interesting flight simulation add-on from Thrustmaster Inc. Looking like a joystick with a sturdy base and a vertical handle that can be pushed forwards/backwards, you plug in the keyboard and assign a variety of buttons on the Thrustmaster handle to different aircraft operations (launch sidewinder, flare, radar mode). Basically, this gadget gives you real-

istic HOTAS (Hands On Throttle And Stick) control. In which case your hands would hardly ever need to leave the Thrustmaster and its joystick. More news when the hardware arrives in my lobby.

■ New World Computing are planning to do a Mega Drive conversion of Microillusions' *Faery Tale*.

■ Lucasfilm have decided to issue "samplers" of their recent and forthcoming games to give people the experience of the game before they shell out the bucks. Two are on the agenda so far, for \$3.99 each. The first will have portions of *Secret Weapons of the Luftwaffe* and *Their Finest Hour* and the other will hold portions of *Loom*, *Indiana Jones and the Last Crusade* (adventure) and *The Secret of Monkey Island*. Sounds like a good idea to me.

■ Cinemaware are to release computer versions of *TV Sports: Boxing* in the latter half of this year, a PC Engine CD-ROM version is also

rumoured. The game is reported to have a 3-D perspective of the ring, whilst containing the arcade sequences we're familiar with in Cinemaware games.

■ MicroProse are updating their *F-19 Stealth Fighter* program with more missions and improved graphics. They will call it *F-117A Nighthawk Stealth Fighter 2.0*. MicroProse are also working on a fully-fledged RPG. Called *Darklands*, it is set in medieval Germany and involves the search for a hero to deliver the area from all kinds of nasty things (unholy religions, alchemists, etc).

## BANE OF THE COSMIC FORGE

### SIR-TECH ● ETBA

*Bane of the Cosmic Forge* is played from a first-person perspective. The 16-colour EGA graphics are 3-D bitmapped in the style of *Dungeon Master*.

Before you roam and explore, however, you will need to generate up to six characters, all with their own skill. The skill types cover attributes like weaponry, physical, academia, etc.

The combat sequences heighten the graphic enjoyment with some dynamic and exciting animation. The monsters practically leap out at you through the screen and each monster shown is readily accounted for. As you kill a monster you will see it explode and slip from the screen. Fire bolts, arrows and so on will be viewed flying through the air

towards the enemy.

Interaction is also included, although it is not too plentiful. Simple sentences can be constructed when attempting to trade or sell items, seek news and so on.

*Bane of the Cosmic Forge* is, for the most part, a well designed and enjoyable RPG – though not quite as slick as *Dungeon Master*, for example. However, *Bane* has a hell of a lot more gameplay and features than *Dungeon Master* while being more atmospheric than *Might & Magic II*. This creditable effort takes Sir-Tech back up with the front-runners again. If you're into RPGs, stick this one on your shopping list.

IBM PC  
AMIGA

84%  
OUT SOON



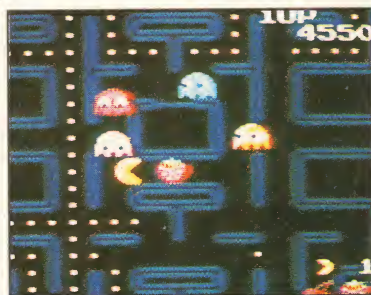




*A war rages on in Japan as the Mega Drive and Super Famicom battle it out for supremacy; the Mega Drive gets another joystick; and the Master System attracts some interesting computer conversions*

**T**he battle between the Super Famicom and the Mega Drive would seem to be levelling out after some early successes for the Nintendo machine. Sales of the Mega Drive virtually ground to a halt during the first few weeks of the Super Famicom's release in Japan, but the huge software base of the Mega Drive, and the promise of more to come from third party publishers in the States and Europe, has led to something of a New Year resurgence in sales.

Nobody is sure if the average consumer is buying both machines or if newcomers to the marketplace



Mad, manic, munching action from Namco when they get the illustrious Pac-Man on the Game Gear soon. The hand-held will be officially released in the UK around Easter.

## CALLING SEGA PUDDINGS

Having completely stuffed yourself with Christmas pud, isn't it about time you got down to some work before Easter egg eating time starts? There's a super Sega cart to be won for the sender of the best tip each month, so get down cracking. Send those cheeky cheats to **Sega City, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH**. Please specify your machine so we can pick out the best cartridge available.

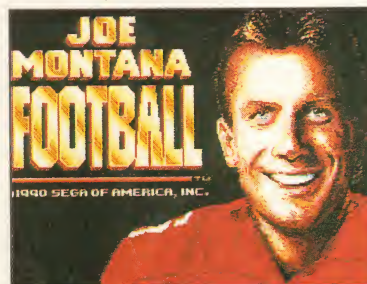
are being persuaded to go to Sega by the minimalist software libraries of their Famicom-buying friends. Either way, there is still a long way to go for both machines and next Christmas should really reveal which one will emerge as the leader, or, indeed, if they can quite happily co-exist in the same marketplace. As ever, my money's on the Mega Drive.

One of those Mega Drive third party publishers is Electronic Arts, who are receiving many accolades and a lot of magazine coverage in the land of the rising hot springs.

*by Julian Boardman*

*Populous*, in particular, is creating quite a stir over there, with the chief Japanese Mega Drive magazine giving it major coverage in every issue for the last four months! Mind you, there is also a version available for the Super Famicom, so EA are playing it safe somewhat.

The third party publishers from the States and Europe look set to corner the market as far as strategy is



Could this young whippersnapper give ol' John Madden a run for his money when Joe Montana gets his own American football game on the Mega Drive?

concerned. We all know there is a painful lack of anything but shoot-'em-ups on the Mega Drive, but the Japanese seem to be lapping up the incoming war games and the like from the Western world.

## MASTER MADNESS

As well as *Moonwalker* and *Mickey Mouse* mentioned last month, *Dick Tracy*, *E-SWAT* and *Cyber Shinobi* will all be making an official UK appearance on the Master System soon.

Meanwhile, on the Mega Drive we can look forward to *Shadow Dancer*, *Strider*, *Dynamite Duke*, *Arrow Flash* and *Wonderboy In Monster Lair* from Sega's UK arm, Virgin.

Sega in America have produced a response to Electronic Arts' *John Madden Football* in the shape of *Joe Montana Football*, he being the off-form San Francisco quarterback. The only thing is that the game looks disturbingly like John Madden's version. We shall have to wait and see.

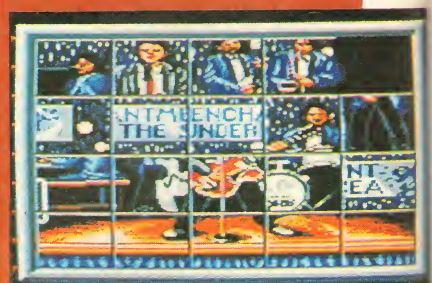
In Japan, the next big game promises to be *Gynoug* on the Mega Drive, a shoot-'em-up of mythical proportions, featuring a winged hero like the angel in *Barbarella* and *Eddie* from *Iron Maiden*, honest.

Things are a bit quiet on the Game Gear front at the moment but we are promised *Axis*, reviewed on the Mega Drive in this column in issue three. Also, we can look forward to *Pac-Man* and *Space Invaders '90* (well, it was called '90 at time of writing!).

## SEGA GET IMAGE

Imageworks have a trio of releases lined up for the Master System. First off is *Speedball*, a conversion of the Bitmap Brothers' tough, futuristic sports game. The transfer from computer to console has lost none of the original playability, yet has kept all the elements that made it so successful on the Amiga and Atari ST. Certainly worth checking out.

To tie in with the video release of *Back to the Future III*, Imageworks have announced details of a Master System version of *Back to the Future II*. The conversion will contain plenty of graphic scenes of the film and combine them with a diagonally



After travelling forward to the 21st century, back to the 1950s and forward to the 1980s, Marty McFly finally arrives in 1991 and lands safely on the Master System.

scrolling play area and lots of arcade action. There are five levels to conquer as you guide Marty McFly through time. Due out sometime in spring at £29.99.

Lastly in this spectacular Imageworks threesome is *Xenon II*. More mindless violence from the Bitmap Bros in this super shoot-'em-up that picked up innumerable awards (including Best Shoot-'Em-Up of the Year) when it was released in 1989. Sega have proved that you can never have enough shoot-'em-ups on a console, but *Xenon II* could be the definitive game of the genre on the Master System. *Xenon II* is released in April priced £29.99.



# SEGA GETS STICK

There are a couple of things wrong with the Sega joystick. Firstly, you only get one with the Mega Drive, and secondly the joystick isn't always the most suitable controller for Sega games. Both these problems can be solved with the addition of a joystick to your console.

The official Sega stick is a bit pricey at £34.99, and after all is nothing more than a joystick with a shaft. So as the Mega Drive starts to dominate the British console scene, joystick manufacturers are starting to do special Mega Drive versions of their most popular joysticks.

The first on the market is Quickjoy's SG Fighter, based on their recently-released Jetfighter stick. The joystick itself has no buttons on the base, only a rapid fire switch. On the shaft there is a front trigger which corresponds with button A, a thumb trigger which corresponds with button B, and two smaller buttons to the left of the thumb trigger which correspond to buttons C and Start. To the right of the thumb trigger is a slow motion switch – unfortunately, it wasn't compatible with any of the four games tested.

## GAMES TEST

Shoot-'em-up (*Truxton*) – Rapid fire feature is very useful, making this shoot-'em-up much easier. The joystick is quicker to respond than the control pad which means that you will initially find yourself unexpectedly flying across the screen.

**Conclusion:** Rapid fire helps but the change from four-way pad to joystick is a little disorientating.



Simulation (*Hard Drivin'*) – the ability to use just one hand to control the car makes this version a lot easier to play than the 16-bit versions. It is far easier to judge the response to a corner and there is no problem with accidentally braking or accelerating as you might get with a four-way controller. **Conclusion:** A definite plus.

Sports (*Super League*) – In this case, the normal controller wins hands down, its design being far more suited to the multi-button useage a game like this requires. **Conclusion:** Use of buttons is confusing. Puzzle (*Zoom*) – A painter game like this benefits very little from the addition of the joystick. Only one fire button is needed with the rapid fire option redundant. **Conclusion:** No advantage.

The price of the SG Fighter is just £14.95. For more information contact Spectravideo on (081) 900 0024.

## ROCKY

### Master System

On all training use autofire, if you have it, to enable you to beat Apollo and Lang. When you get to Drago you should be able to hit him as hard as a double decker bus. This should allow you to win the game, says Andrew Knight of Notts.

## AFTERBURNER

### Master System

When in demo mode, press the pause button 100 times and then immediately start the game. This gives you infinite lives and continues up to level 18. To continue press both buttons and up together.

Press both buttons down and rotate the pad when the game over sign appears. You'll then get two continues.

## SHADOW DANCER

### Mega Drive

On the bonus stages, go to one side (just off the sidewall) and shoot quickly, use autofire if you've got it. You should be able to shoot 49 or 50 of them gaining two or three extra lives.



## MASTER SYSTEM TOP TEN (UK)

1. Golden Axe
2. Wonderboy III
3. Ninja
4. Chase HQ
5. Operation Wolf
6. World Cup Italia '90
7. Super Monaco GP
8. Columns
9. Golfmania
10. Worldsoccer

## MEGA DRIVE TOP TEN (UK)

1. Golden Axe
2. Revenge of Shinobi
3. Populous
4. John Madden Football
5. Forgotten Worlds
6. World Cup Italia '90
7. Budokan
8. Ghouls 'n' Ghosts
9. Super Monaco GP
10. Arnold Palmer Golf



## LAKERS vs CELTICS

### Mega Drive

If the numbers on the digital displays on the backboards count down to zero then a foul has been committed – keep an eye on it. Thanks to Gavin "Spamhead" Hamer of Surrey for that.

## JOHN MADDEN

### FOOTBALL

#### Mega Drive

The lazy bugger who is Warren Brazier of NW10 has sent in a photocopy of his own letter with a code for *John Madden Football*. Still, he was the first to send it in, so he gets all the credit (and the letters of complaint if it's wrong!). Enter this and you will be in the Superbowl in a position to choose from either Minnesota or Buffalo: 0475352.



# NARLY O D E N E E N

**Nintendo hit big this Christmas. Sales rocketed as the massive console company found favour with the British public. What does 1991 hold for the new Nintendo?**

**N**intendo are happy and Nintendo are smiling. Last Christmas, Nintendo finally infiltrated the resistant UK market. Everyone knows of their efforts overseas, but it has taken around four years for Nintendo to stand in the UK on their own two feet. In 1990, after finally ditching distributors Mattel, the company employed Bandai to handle the sales of goods in the UK. This, and their long use of the Deighton Jacobs public relations agency, finally put Nintendo on the map.

With placement of Nintendo machines in all the high street chains and blanket coverage in the top national newspapers, the console consumer war on Britain had finally taken off. By the end of 1990, Nintendo had achieved all they could ever have hoped for – and more. They had released the Game Boy, the first multi-cartridge hand-held games machine; NES games had finally started to enter the computer games charts, even Game Boy titles were making an appearance; and most important to the company, the name of Nintendo was now known among the populace. In 1991, the



Japanese giant is finally jolly.

The Game Boy is undoubtedly Nintendo's most impressive UK product so far. But why? Anyone with an ounce of intelligence will tell you that out of the top hand-helds, the Game Boy is technically the worst. The answer to the Boy's success lies in its marketing, and in the immortal words of Leslie Crowther, "The price is right!". Software is also proliferating at a frightening rate. Unlike Atari, Nintendo got it right from the start.

Even though the "official" games in the UK aren't exactly snowballing onto the shelves, any GB owner worth his salt will already have found a reliable grey importer from whom

they can source Japanese and American games. It is interesting to note that unlike the UK NES and Mega Drive, the Game Boy will accept titles developed for it anywhere in the world. Nintendo now realise that they must balance what they want to give the punter with what the punter really wants.

With tens of thousands of new owners this Christmas, the Game Boy has attracted quite a following. Unlike the Lynx, it has shaken its cult status and is now to be seen everywhere; trains, planes and automobiles. Here's a rundown of what's officially out on the Game Boy in the next few months, and (much more exciting) what's being released in Japan and arriving at a grey importer near you soon (unless it's "delayed in customs...").

## SUPER TRIO

**After the initial wave of Super Famicom releases, information is now filtering through of more games in development for the SF.**



### UN Squadron

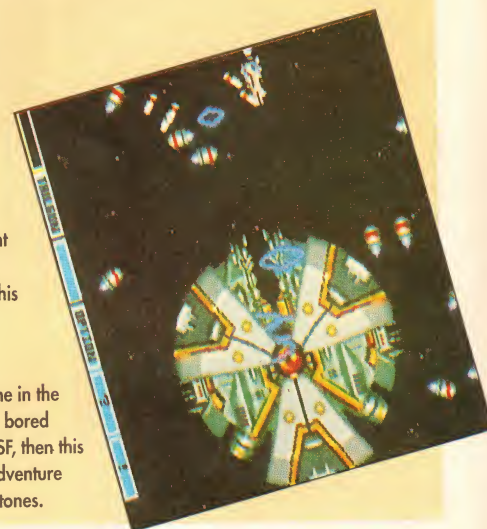
After a poor conversion to computer, it's great to see the SF doing the Capcom coin-op some justice. Needless to say, it's arcade perfect.

### Gradius 3

With the announcement of *Super R-Type*, *Gradius 3* was pushed out of the limelight somewhat. Still, there's a big *Gradius* following out there (me included) and this continues the series in superb form..

### Dragon Quest V

Here's another Super Famicom game in the second wave of releases. If you're bored with all the action games on the SF, then this could provide respite. Arcade adventure elements with strong RPG overtones.



by Cole Trickle



# THE YEAR OF THE GAME BOY

OFFICIAL

## Revenge of the Gator

Strange title, familiar game. Pinball is one of those games that should fit perfectly on the Game Boy, and *Revenge of the Gator* proves it.

## Kwirk

Imagine a game like *Solomon's Key* and then mix in the traditional and addictive elements of *Tetris*. What do you come up with? One of the most original games of the present UK Game Boy releases.

## Fortress of Fear

*Wizards and Warriors* was Rare's first game on the NES. Nintendo have taken the licence to the Game Boy in the tenth *W&W* game. A super arcade adventure.

## Double Dragon

One of the few official releases to be two-player compatible. It's just as well, too, as the arcade beat-'em-up is showing its age now, and only the two-player option keeps it alive.

## Spider-Man

Looking remarkably similar to those other comic tie-ins, *Batman* and *TMNT*, Peter Parker treks through the city of New York kicking the butts of the evil dudes who swiped his babe (man).

## IMPORTS

### Ghostbusters II

The 'Busters are back, albeit a bit late to tie in with any of the cinema/video releases of the film. Yet again, this takes the form of other film tie-ins, with you playing the part of any of the main characters, apart from Sigourney Weaver!

### Mickey Mouse II

Mickey's already on his second game, and this one shows a marked improvement over the first. The graphics are much more varied, the sound is great, and Mickey has one hell of an adventure to survive. Should be a big hit this spring.

### R-Type

Game Boy *R-Type* was developed right here in the UK. This looks like the most accurate arcade conversion to appear on the Boy so far. Almost every element of the coin-op is here (excluding the colour, of course!), including that great soundtrack. The graphics are outstanding!

## Gremlins 2

This film tie-in was created by the same folks who did *Batman*, those prolific console developers Sunsoft. As well as a great arcade game, there are some beautiful pictures of all of the stars of the film. Unlike the computer game from Elite, you take the part of Gizmo and must guide him through the skyscraper defeating all the mutant gremlins.

## Chase HQ

Another Game Boy product from British company, Triffix Graphics. Remarkably accurate conversion of Taito's coin-op – but shouldn't they have gone for the improved sequel, *Special Criminal Investigations*, instead?

## Go!Go! Tank

A weird little shoot-'em-up where you control a tank with strange capabilities that allow him to change into a flying craft. Two-player compatible.

## Cadillac Out

*Dr Mario*, the *Tetris* clone, is dominating the charts in Japan. It was inevitable that more *Tetris* clones would follow and here's one of the first. The twist this time is that the whole game is based around a deck of cards. The idea is to match up the suits of the cards on a 5x5 grid.

## Loopz

This infuriating little *Pipe Mania*-inspired game which proved so addictive on computer looks great on the Game Boy. Mindscape are handling the conversion, and, to be hon-

## YO DUDES!

Narly Nintendo is the only place you can find impartial, independent news and information on all Nintendo. If you have any queries or tips for anything on the Game Boy, NES or Super Famicom, then get writing to *Narly Nintendo*, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH. Don't forget to indicate your machine as the sender of the best tips gets a free cartridge!

est, you can't really fail with this simple but frighteningly playable mind-bender.

## Klax

Somehow I don't think this will quite match the spectacular Lynx version. The first thing to go missing will be the speech and the second the perspective. It looks remarkably crude on the Game Boy, so it'll be interesting to see if the playability is preserved.

## Wizardry

While Shintaro bemoans the fact that there's nothing around to match his beloved *Dungeon Master*, he'll be happy to hear of the Game Boy version of this 3-D dragon-slaying game. Packed with RPG and arcade elements, *Wizardry* is a tried and tested formula that won't fail on the hand-held.

## BARE NECESSITIES

Check out this exclusive preview of a trio of "official" NES releases for spring.

### World Cup

This is a great footy game, packed with lots of funny features and customising options. The action is viewed from the stands and scrolls with the action.

### Mega Man II

It seems like this game has been around for years, but the official release is set for February 1991. Help Mega Man through this super arcade adventure as he tries to defeat Dr Wily and his indestructible carrot bombs(!).

### Al Unser Jr's Turbo Racing

Al Unser Jr, the golden boy of American saloon car racing, lends his name to this great arcade racing game. Either play yourself or jump in Al's car and try to win the world championships.

## BUBBLE BOBBLE NES

Good ol' *Snardy Cadette* (madeupname) in Walthamstow has been working hard at getting codes. Try this little lot.

80	CCCCB	92	CFAAI
84	CEEEB	96	GGGGB
86	CGJJJ	99	GEJJJ
90	CBIIB		

Seven days later Snardy sent in the code for the second world: GEJBJ.

## PIPE DREAM/MANIA Game Boy

Here are a few codes to get you started.

21	HAHA	21	GROW
9	GRIN	25	TALL
13	REAP	29	YALI
17	SEED		

Thanks to *Paul Bush* in Middlesex for those.

## DOUBLE DRAGON II NES

*Jose Baxter* in Tottenham reveals how you can get seven lives for one player. Start in two-player mode, but don't use the second player. Kill the four men that come at the beginning of the game and proceed to hit the second player till your lives indicator shows XM. You now have extra lives.

## GOLF Game Boy

*Shane Porter* reckons that this tip'll give you more birdies than *Slimbridge*. When your ball goes somewhere you don't want it to, press START, SELECT, A and B to reset the game before the message appears. Now continue the game and you'll be able to 'retake the shot'. (Strangely, Shane asks for the *Golf* cartridge if he wins Tip of the Month – weird!)

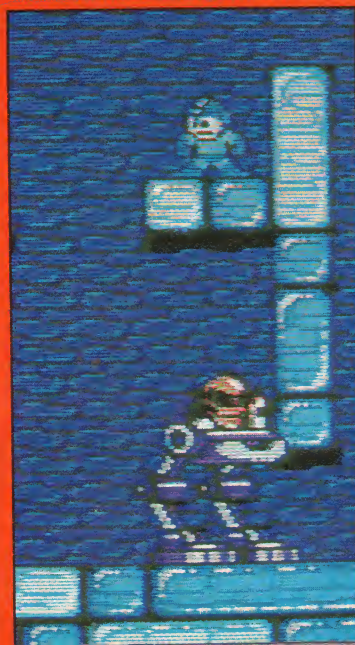
## TRACK & FIELD II NES

Ben Butler in Bradford sent in the codes for every day.

Day 2	*DHLK*4ZLG
Day 3	DRLKQ3Z1G
Day 4	GRLK*3Z1G
Day 5	DR1KQ4PLN
Day 6	MBH+*4P1▼
Day 7	Z↓WQ3PLN
Day 8	R↓B55PPL1

## BAD DUDES NES

From Indiana, USA, *Derek Godat* reveals how you can get 63 lives. On control pad two, hit B, A, DOWN, UP, DOWN, UP. Now START on pad one.





# GO WILLY!

No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Toki and the next I'm having breakfast delousing my armpits, I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miho (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!

The arcade sensation by Fabtek Inc. is now available for your micro.



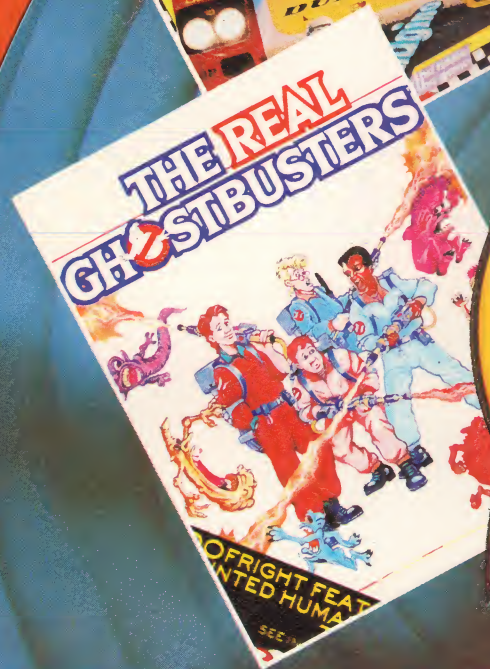
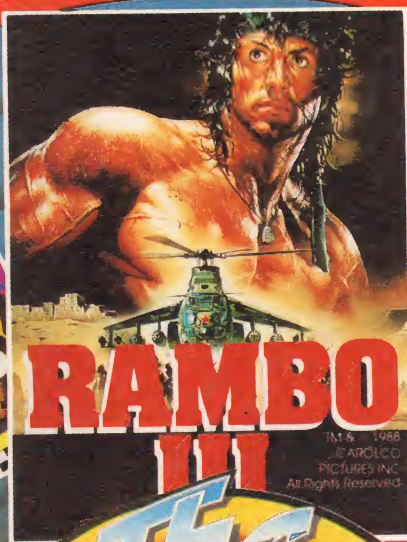
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NEW-LOOK LYNX!

# ATARI Lynx ATTACK

by Richard Monteiro

*There's never been a better time to own a Lynx or think about getting one. With 17 blockbusting games available (and a further 16 due in the next few months) and a new low-cost Lynx about to be launched, you'd be mad to plug into anything else*

Atari's new compact Lynx is technologically as advanced as the earlier version but costs a good deal less, features a battery-saving backlight toggle and is an inch shorter either side.

**A**fter the hot story in RAZE issue three concerning the possibility of a new-style Lynx, Atari have gone ahead and unleashed the beast at the recent Consumer Electronics Show in Las Vegas.

The technical specifications for the mark II Lynx remain the same: 3.5-inch (160 by 102 pixel) colour LCD display, 16 onscreen colours from a palette of 4096, 4MHz 6502 processor and four-channel sound. However, cosmetically and ergonomically things have changed dramatically.

The new Lynx is much more compact compared to the original – an inch has been shaved either side and the corners squared off. All the buttons, dials and ports of the original are still in place. However, there's the addition of a Backlight button which, obviously, toggles the LCD backlight on and off. The advantage of this is tremendous; during daylight and in well-lit areas it's possible to play the Lynx without having the backlight on. The battery saving is enormous.

But here's the best bit. In the States the new Lynx is being offered at the phenomenally low price of \$99 (that's around £50)! The drawback is that you don't get a free copy of *California Games* or an AC adaptor. A second package, costing \$149.95 (around £75), includes the new Lynx, free game and AC adaptor.

So far there has been no official announcement as to UK availability

or pricing of the new Lynx, but one source at Atari commented: "the \$99 US package will probably translate to around £70 over here." That's still excellent value and makes the monochromatic Game Boy look vastly overpriced. At a guess, the new Lynx will be available this Easter.

There really is no justification at even contemplating any other portable gaming system. Atari have listened to the criticism levelled at the original Lynx and set everything right: size, battery life and price.

● In addition to the launch of the new Lynx, the CES saw the introduction of a range of Lynx accessories. Only US prices are currently available:

#### Carrying Case (\$19.95)

A tough nylon case that holds the Lynx and up to 12 cartridges, a cigarette lighter power adaptor, AC adaptor, ComLynx cable, sun visor and spare batteries. The case features transparent pockets for easy game card selection.

#### Player's Pouch (\$14.95)

This nifty pouch carries a Lynx, ComLynx, batteries and games. The pouch features a wrist strap and belt loop for hands-free portability.

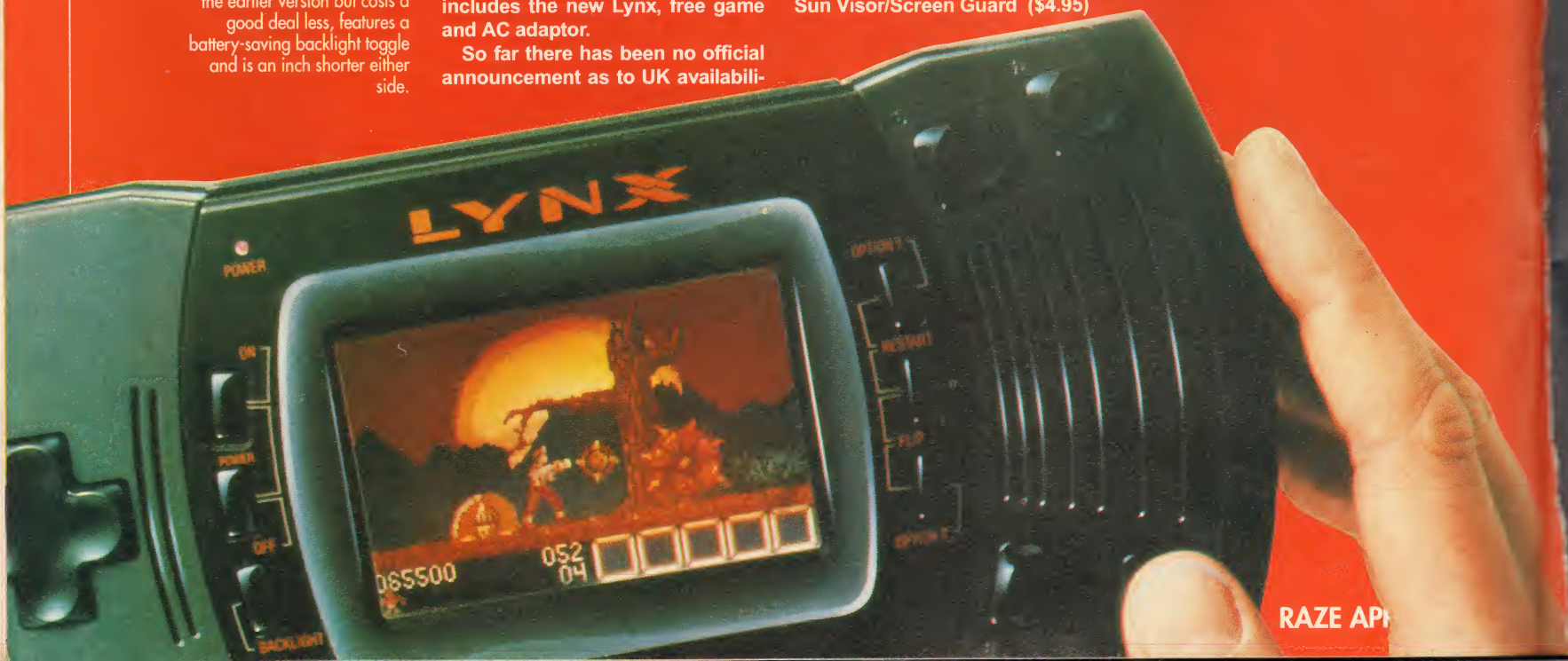
#### Sun Visor/Screen Guard (\$4.95)

The visor is ideal for playing the Lynx outdoors to reduce glare from the sun. It also acts as an excellent guard against scratches. Cigarette Lighter Adaptor (\$19.95) Lets you and a friend plug into, and draw power from, any standard car lighter. Saves your batteries on those long journeys.

## LYNX GAMES LIST

There are now 17 Lynx titles available with a further 16 promised this year. Here are the games presently available:

Blue Lightning	£29.99
California Games	free
Chip's Challenge	£29.99
Electrocop	£29.99
Gates of Zendocon	£29.99
Gauntlet	£34.99
Klax	£29.99
Ms Pac-Man	£29.99
Paperboy	£29.99
Rampage	£29.99
Road Blasters	£29.99
RoboSquash	£29.99
Rygar	£29.99
Shanghai	£29.99
Slime World	£29.99
Xenophobe	£29.99
Zarlor Mercenary	£29.99



RAZE APR



# RAVE SHANGHAI

Mediagenic/Atari • £29.99 • Lynx

Strategy fans will love it. Arcade addicts will loathe it. *Shanghai* is based on the ancient Chinese game called Mah-Jongg (or Mahjong if you prefer the Westernised spelling). The game's origin is steeped in mystery and some historians date its origin as far back as the time of Confucius (some 25 centuries ago).



The dragon formation is the easiest of the stages, but that doesn't mean you'll clear it first go.

Interestingly, the Japanese go gaga over Mah-Jongg and try desperately to forget that the game originated in China. In fact, so crazy are the Japanese for Mah-Jongg that many arcades have gaming machines based on the sport.

Back to reality. The Lynx version of Mah-Jongg features 144 randomly placed tiles: 108 suit, 12 dragon, 16 winds, four seasons, four flowers. The tiles are laid out in a puzzle formation of your choice. Seven formations are possible: dragon, hawk, butterfly, fish, bear, spider and turtle.

Your objective is simply to remove as many tiles as possible from the screen by matching pairs. Ultimately, of course, you should remove every tile from the screen – but that takes a mixture of skill and luck of the dragon. The rules are simple; you can only remove two tiles if they are both free. The definition of free being that there's nothing on top of the tile and either its left or right side isn't blocked by another tile.

There are four ways to play: solitaire or two-player alternating competitive, simultaneous competitive and simultaneous cooperative. In one-player mode the idea is to remove as many

tiles in as short a time as possible. Two-player competitive – possible via the Comlynx – requires the two players to take turns removing pairs of tiles. Each player has 10 seconds in which to remove a pair. Failure to do so returns play to the other play. The player with most removals at the end of the game wins. Two-player simultaneous competitive involves both players removing tiles at the same time. Again, the player with the most tiles at the end of the session wins. Finally, two-player cooperative has both players attempting to remove tiles simultaneously.

*Shanghai* is so simple, yet so devastatingly difficult to master. Personally, it's one of my all-time favourite Lynx games and makes a



You can change the appearance of tiles so they feature the traditional Chinese symbols or, as shown above, the more easily recognisable Westernised numbering system.

welcome change to beat-'em-ups and blast-'em-ups; addictive in one-player mode, unputdownable in two-player.



## GAME TIPS

Here's another sack full of hacks for a wealth of Lynx games. The best tip printed each month wins the author a copy of the latest Lynx release. You'd be mad not to scribble your gaming solutions to Atari Attack, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.

### ELECTROCOP

There's no time wasting with Rupert Cowley's door codes for all 12 levels of this addictive shoot and search game.

#### LEVEL 1

Door 1: 2473 – exit to level 2  
Door 2: 9874 – exit to level 2  
Door 3: 8743 – extra weapons

#### LEVEL 2

Door 1: 3287  
Door 2: 5409

#### LEVEL 3

Door 1: 9284 – exit to level 4  
Door 2: 7210 – exit to level 4  
Door 3: 3936 – extra weapons  
Door 4: 7395 – extra weapons  
Door 5: 8294

#### LEVEL 4

Door 1: 0394 – extra weapons

#### LEVEL 5

Door 1: 8658  
Door 2: 5462  
Door 3: 9973  
Door 4: 7642  
Door 5: 0912  
Door 6: 0974  
Door 7: 7865  
Door 8: 4285

#### LEVEL 6

Door 1: 9722  
Door 2: 8765 – exit to level 12

#### LEVEL 7

Door 1: 6012 – exit to level 4  
Door 2: 5824 – exit to level 9

#### LEVEL 8

Door 1: 7698 – exit to level 6

#### LEVEL 9

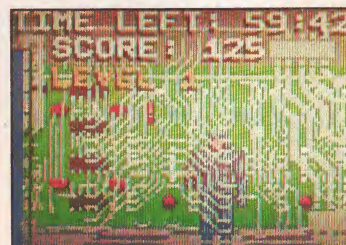
Door 1: 0170 – extra weapons  
Door 2: 1092 – extra weapons  
Door 3: 7102 – extra weapons  
Door 4: 4726 – extra weapons  
Door 5: 1375 – exit to level 11  
Door 6: 2857 – extra weapons  
Door 7: 6998 – extra weapons  
Door 8: 1798 – extra weapons  
Door 9: 4391 – exit to level 1

#### LEVEL 11

Door 1: 0293 – exit to level 12

#### LEVEL 12

Door 1: 2987 – extra weapons  
Door 2: 6443 – extra weapons



### SLIMEWORLD

The last codes – writes Paul Ruben from London – for levels 1, 2 and 5 are 8F0BC8, 20D988 and 7CE2D1 respectively. For those that likes to take things slowly David Crimble of Somerset has discovered the codes that will take you from beginning to end of level 1. From the top then: 9D0AD9, 070964, CCC945, 30C988, 4F8B09, 0B8BCD, 098BC3, 078BC1, C28A87, and finally 8F0BC8.

### GATES OF ZENDOCON

Following are codes for 40 levels of this tasty shoot-'em-up. Send your thanks/hate mail for being so smart to Jonathan Peters of Glasgow.

Level	Code	Level	Code
1	BASE	21	BREX
2	ZYBX	22	ZORT
3	XRXS	23	STAB
4	ANEX	24	BOXX
5	NEAT	25	TENT
6	EYES	26	BETA
7	NYXX	27	BYTE
8	ZYRB	28	NEST
9	SRYX	29	SEBB
10	BARE	30	SNEX
11	STAX	31	TERA
12	SZZZ	32	ZAXX
13	RAZE	33	NEAR
14	TRAX	34	TENT
15	ZEBA	35	BROT
16	ROXY	36	STOB
17	NEXA	37	XTNT
18	NEST	38	BOTZ
39	SNAZ	40	ZETA

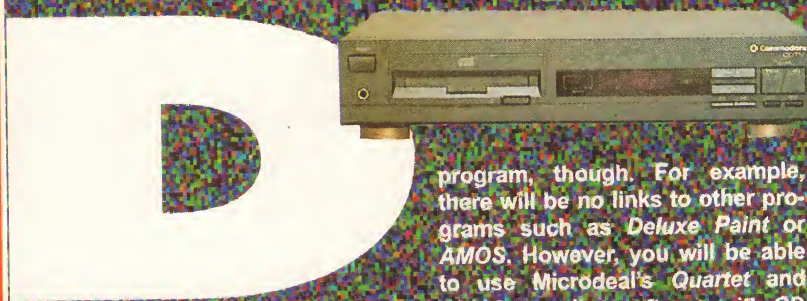
### LYNX TOP TEN (UK)

Chart supplied courtesy of SDL

- 1 PAPER BOY
- 2 ZALOR MERCENARY
- 3 ROAD BLASTERS
- 4 ROBO SQUASH
- 5 GATES OF ZENDOCON
- 6 BLUE LIGHTNING
- 7 GAUNTLET
- 8 ELECTRO COP
- 9 SLIME WORLD
- 10 KLAX



# CD SIGHTS ON



**H**ow would you like to be able to take a CD and then re-sequence it? To take a Madonna CD, for example, extract a couple of parts from it, merge it with your own samples and sequences, loop them, reverse them, repeat them, etc, etc! Sounds good, eh? A DIY home studio, even?

You will have the chance to do just that when the CDTV appears because Microdeal are in the midst of producing the ground-breaking software required to do it. John Simes at Microdeal had a few (hundred) words to say about their *CD Remix* project.

"The best way of doing it would be to take a CD single with around four re-mixes of the same track on it. Then, from our controller, you would be able to tell the CD to play track one from part A to part B, then go to track two and play part C to part D. Then to load the parts into the

program, though. For example, there will be no links to other programs such as *Deluxe Paint* or *AMOS*. However, you will be able to use Microdeal's *Quartet* and *AMAS* sampling software with *CD Remix*.

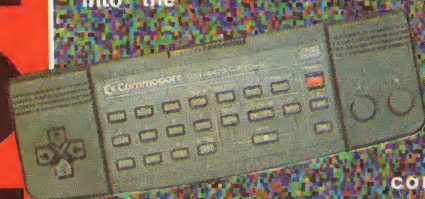
"You can, if you wish, plug in extra CDTV units together via the MIDI channels and then use one CDTV as a master to control the other machines. DJs, for example, could take tracks with the same sort of bassline and mix them in together."

Don't be misled, though. *Remix* is not aimed towards the professional market. *Remix* is a program for everyone. The program is structured so that it will not contain a "language" as generally perceived. There will be no clunky GOTO or FOR...NEXT statements here. The best comparison I can give you is that you will form a batch file or macro of *Remix* commands which are defined from icons.

"For example, you'd have an icon of 'play' and within that icon would be what track to play, what areas to play and when it should begin playing. The next icon might be to 'play a sample in the computer's memory' then 'send out a MIDI start command to switch to another CDTV' then 'wait for MIDI start' then 'play *Quartet* voice set' and so on."

You would then be able to save that sequence command file to the CDTV's smart card which you get with every unit. This allows a quick repeat of that worked sequence whenever required, like at a party.

The possibilities for this piece of



computer's memory and overlay them or use the built-in drum machine to add a drum beat."

No separate hardware will be required. All you would need to do is load the *CD Remix* program from CD, then put in the regular CD music disc to use as data.

There are certain limits to the

## FIRST PIX OF CDTV!

The software development of CDTV products is well underway. Indeed, by the time you read this, the unit should already be on sale in America (bet it's not, though!).

Here are a few sneak preview pictures of the CDTV *Welcome Disc* detailing all the amazing functions it contains. Also almost finished from Commodore is their *Time Table of History* educational CD. The closer the CDTV's release gets, the more and more I want one...



## COMPACT STORIES

★ Microdeal are working wonders with *CD Remix*. Especially so as they do not even have a CDTV yet! They only have the development kit to work with at the moment. It makes you wonder what Commodore are playing at since, at the time of writing, the CDTV is actually due for an American release in February!

★ Expect to see the Sierra games *Jones in the Fast Lane* and *King's Quest V* on CD-ROM for the IBM PC (probably Sierra's own hardware system) and CDTV.

Gawk at those graphics! Could this be the prettiest computer game EVER? We'll have a full review of the standard PC version of *King's Quest V* next month.



Apparently, Sierra wanted a CD-ROM machine built in as standard on the first PC. They didn't get it, of course, which is a pity because if they did, we could all be playing CD-ROM games now instead of disk. Even so, Sierra are producing startling products like the impressive *King's Quest V*, as pictured here on the PC.

★ Gremlin's CDTV version of *Little Devil*, featured in the last issue, is still ten months away from release.

★ It is an open secret that Sierra consulted IBM when the latter was working on the PS/1 and asked for the inclusion of a CD-ROM player. It is also rumoured that Sierra were bitterly disappointed that the CD-ROM failed to materialise in the PS/1 machine. It now appears that IBM are working on a CD-ROM player to be sold as an add-on. Initially through the usual retail outlets but also through Sierra themselves!



software are endless. From making your own demos to becoming part of a professional music studio, *CD Remix* looks like being one of the more interesting software developments for the CDTV. We wish Microdeal good luck... and hope they'll send us a copy soon!

DJ Paul "Jazzie Master" Rigby gets a compact studio on compact disc for the CDTV (little things please little minds etc...)



# MIDWINTER II

## FLAMES OF FREEDOM

**The Flames have been lit - A new age dawns.**

Midwinter II. Flames of Freedom will be available for your Atari ST, Commodore Amiga and IBM PC compatibles in the Spring of 1991



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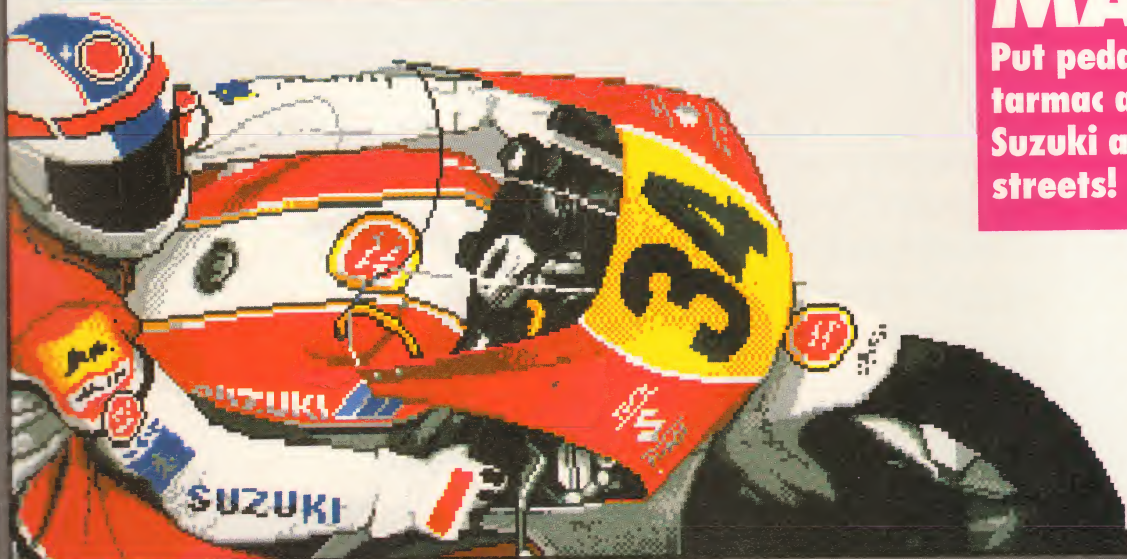
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## MOTORWAY MADNESS!

Put pedal to the metal and trash farmac as Super Monaco GP, Team Suzuki and Ultimate Ride hit the streets!





# SUPER MONACO GP

It's a sad fact that, unfortunately, I seem to suffer the same fate as Nigel Mansell when I play racing games. I either finish in a stupidly fast time and win the race, or I crash and get eliminated before I'm past the pit lane.

You should already be familiar with *Super Monaco GP* by now. In the last few months, the game has stormed onto the Master System and Mega Drive, shooting straight up their respective charts.

Your ultimate aim is to win the World Championship, although your first hurdle to cross is that of qualifying. If you survive all 16 world racing tracks, the season culminates in a motoring festival at Monaco.

Before you start the race, you have to set up your car for the track you're racing on. The car is either manual or automatic transmission, and certain tyres etc should be picked depending on how many bends are in the circuit, the weather conditions, etc.

If you're too slow in one race, you will be disqualified from the championship and your road to fame and glory will end right there and then. Mighty turbo nutters should grit their teeth and go for the SEVEN speed manual gearbox – go faster strips not needed...



The game designers didn't put the course screen on the left in for a laugh, y'know.

A sensible driver will try to memorise the whole course, if not just the first couple of corners. Below: wait for the green light and away you go. Experience corners so sharp you'd cut your finger on them. Just make sure you finish in a fast enough time to qualify in a decent position – around 30 seconds ought to do it!



With Julian's Cavalier abandoned on the M25 (he rolled it trying to race a milk float) it was left to Les Ellis to write off a few more vehicles...







Rev counter – watch here for when to change gear in manual mode. Ignore it if you're using automatic.

Position limit – gets updated at checkpoints. Fall below this position and your race is over.

Your current position – riding high with the hasbeens and wanabes.

Rear-view mirror – keep your eye on this for any opponents trying to creep up on you. Weave around the track and make it extremely difficult for them to pass. Your lap timer – repeated in the top righthand corner to show how your laps are (hopefully) improving. Trees, buildings and other cars have a detrimental effect on your car. Current speed – your top speed varies according to the type of gear box you have installed: automatic or manual.



**ATARI ST**

**US GOLD**  
£24.99 • MARCH

#### GRAPHICS

**84%**

- ✓ Backgrounds are a little bare.
- ✓ The action is frighteningly fast

#### SOUND

**78%**

- ✓ Sporadic squeaks, squeals and revs.
- ✓ Suitable title music.

#### PLAYABILITY

**87%**

- ✓ The urge to get further drives you on.
- ✓ No time for brakes with 16 tracks.

**AMIGA**

**US GOLD**  
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**83%**

Top: it's time to decide whether you're a man or a mouse. If you're hoping to win the World Championship, it's worth getting used to the manual gearbox as soon as possible.

Middle: suffering from tunnel vision, you decide to seek refuge in a dark place. Unfortunately you can't stop for a nice cup of team as there's a race to be won.

Bottom: if you hit too many signposts, buildings or opponents, your car starts to cry "I canna take no more Cap'n, I'm gonna blow," and it explodes. Guess who's got a long walk back to the pits...





# THE ULTIMATE *Ride*

*Julian "Silver Dream" Boardman straddled his mean machine and promptly rode off into a tree*

I'm more of a four-wheel man myself. Having never felt the need for the abject terror that accompanies motorcycle riding, I find a 998cc Metro more than enough fun. Mindscape, however, are trying to please everyone. Not content with their stonking 4-D Sports Driving, the Surrey-based software conglomerate bring out a motorcycle racing game to appease all the two-wheel thrills 'n' spills

junkies out there.

It offers all you would-be Barry Sheenes out there the chance to ride on nine different bikes over 12 different courses, six tracks

and six streets. And if that's not enough, you can customise them all to your own particular tastes (i.e. very easy).

Options exist to turn off most of the surrounding effects to speed up the game, making the racing all the more exciting. The problem is though, that it just can't make it exciting enough. The game just







doesn't have enough content to hack it with the best and lets itself down, soon becoming a very repetitive experience.



Magic Boardman jumps on the brakes to avoid a nasty brush with the law.

"Two more of these and you lose your licence, my son. Let this be a lesson to you." "Yes, orifice. Sorry, officer."



Each bike has a separate dashboard layout, but each contains the same instruments. A speedometer to the left and a rev counter to help with gear changes on the right. Below that a digital readout shows speed, gear and position in a race.

## RIDING TIPS

- ★ To pull the bike into a wheelie, stay in a low gear (first or second), rev the engine by holding the fire button and pushing up and then release the button. Because the fire button acts as a clutch when it is released you can sit back and watch the ground disappear. But be careful, it is not easy steering with your front wheel off the ground.
- ★ To get around a course faster on a manual transmission bike you should downshift while braking for corners. This allows you to come out of the corner in the lowest possible gear allowing faster acceleration on the forthcoming straight.
- ★ Big bikes, 750cc and above, are much faster on the straights but are generally heavier and slower to respond around corners.
- ★ Smaller bikes, under 750cc, aren't as quick in a straight line, but are far more nimble on corners and can out-pace the bigger bikes when the going gets curvy.
- ★ Riding off road is dangerous, you will soon lose traction and crash. Get back on the road as quickly as possible.
- ★ Be careful of steep hills, jumping is all very well but it is not too good if you feel the need to avoid something (steering has no effect in the air!).

IBM PC MINDSCAPE £24.99 ● OUT NOW

GRAPHICS **74%**  
 X Lack of imagination in the sprites.  
 ✓ Very good intermediate screens.

SOUND **69%**  
 X Lacklustre tune does not help.  
 ✓ Choice of digital or analogue effects

PLAYABILITY **73%**  
 X Too easy to crash.  
 ✓ Easy to use selection system.

MINDSCAPE £24.99 ● OUT NOW **73%**

ATARI ST

GRAPHICS **73%**  
 X Uninspiring use of trackside sprites.  
 ✓ Very fast animation.

SOUND **72%**  
 X Tinny engine effects.  
 ✓ Suitably disturbing crash effect.

PLAYABILITY **74%**  
 X Very repetitive and few highlights.  
 ✓ Good and fast for a quick thrill.

MINDSCAPE £24.99 ● OUT NOW **73%**

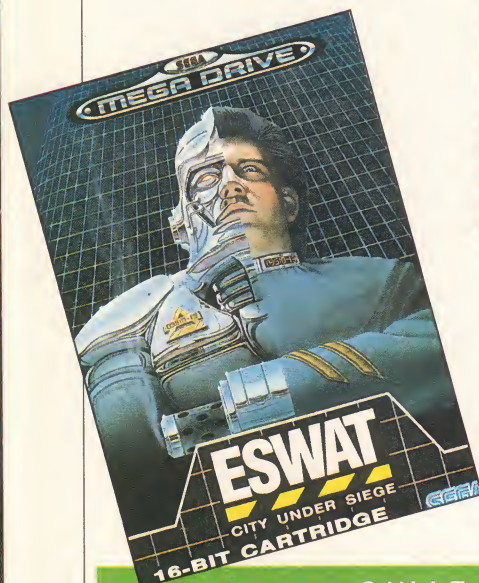
AMIGA



# ESWAT

## CITY UNDER SIEGE

*An extra special reviewer for an extra special game. Bring in Les Ellis, the man with polyunsaturates*



**Y**ou've seen the Master System version (issue four) and computer versions (issue five), and now you can play the official UK Mega Drive version. *ESWAT*, for those of you who've been holidaying on Mars for the past few months, is the only cop game to out-gun RoboCop. In fact,



An early stretch for our man as he reaches for the sky to take out a deathball-spitting machine. Once rid of it he can jump onto the platform and be ready to deal with the next load of crims.

The mission is split into eight levels, and on the successful completion of each one you climb the job ladder. Every level comes complete with its own type of EYE agents and culminates in a sole confrontation against a tank, machine or monster. Along the level is a wide range of pick-ups, varying from poxy things like rapid fire to something more meaty like a rocket launcher.

On the completion of the second level, you are awarded with an armoured suit indicating your progress through the ranks. The suit comes complete with cannon and rocket pack for reaching those awkward platforms.

No, Airwolf doesn't fly down to help the members of the EYE organisation, but this end-of-level obstacle will cause you just as much aggro. You'll need to empty your ammo into this machine if you're to reach the next level.



### SWAT'S THAT?

The pick-ups not to put down.

**SUPER** – Gives your handgun an autofire option.

**ROCKET LAUNCHER** – Fires two rockets at a time but takes a short while to reload.

**PLASMA CHARGE** – Rather small charges, but given time to charge up they are awesome weapons.

**FIRE** – Your most deadly weapon, can only be used once, but what a blow.

**LIFE UP** – Gives you an extra two bars on your life indicator.

**LIFE MAX** – As with a life up but restores to the full.

**BURNER MAX** – Gives you a complete store of energy for the burner, or enables you to release the fire.

**1-UP** – Gives you an extra life.

the cop around which the whole game revolves isn't too far removed from that other metal law-enforcer.

There are two aims to your mission. The first is to progress from a lowly *ESWAT* (Extra Special Weapons and Tactics) rookie up the ranks to a fully-fledged member of the team. To achieve your job ambitions you must reach your second aim; to infiltrate and expose the EYE global crime organisation.

**GRAPHICS** **86%**  
✓ Wide variety of detailed backdrops.  
✓ Spectacular intro sequence.

**SOUND** **73%**  
X A cacophony of sound effects.  
✓ Some excellent sampled speech.

**PLAYABILITY** **68%**  
X Too easy and repetitive.  
✓ Initially interesting and compelling.

MEGA DRIVE

SEGA £34.99 • OUT NOW **72%**



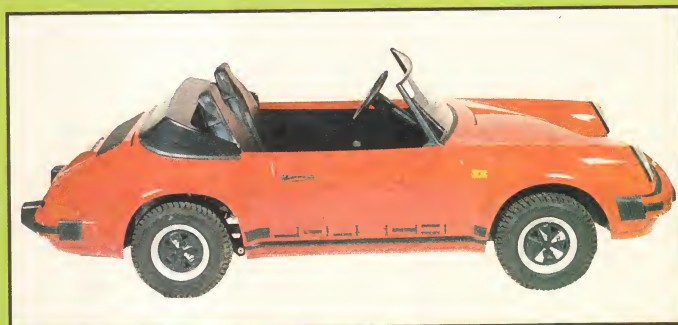
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Average length of the call is 5.5 minutes and we advise that you ring at cheap rate.



RAVE

# PHANTASY STAR II

*Paul Rigby was woken from his own little flying fantasy and told to help someone else carry out theirs*

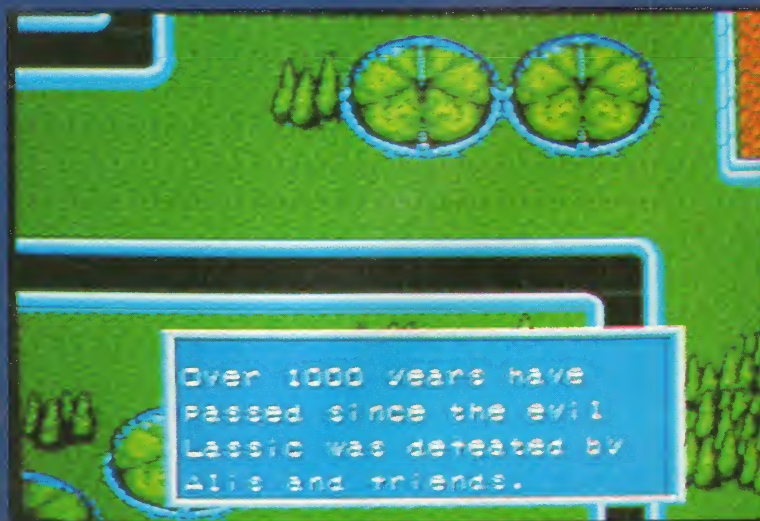
**T**wo years ago, when *Phantasy Star I* appeared on the Sega Master System it created quite a stir. That is nothing compared to the impact of *Phantasy Star II*, which was created to showcase the Mega Drive.

Continuing the plot from the original, the player finds his character on Mota, the middle planet of the Algo star system. Closest to the sun is Palm where the rulers and academics live, while the dark, mysterious ice planet of Dezo lies the farthest out.

Mota is a tropical farm planet and every aspect of Mota is controlled by a computer system called Mother Brain, which is secretly housed somewhere. For years things have been idyllic on Mota, but now strange and deadly biomasters are appearing all over the planet. Obviously, these were grown in Mother Brain's biosystem's labs, but no-one knows how this can be occurring. Mother

Commander of Mota who, in turn, assigns you to enter the biosystem labs and retrieve the system's recorder so that he might ascertain what has malfunctioned. On this assignment, you are accompanied by your adopted sister Nei, part-human/part bio-monster.

Throughout the adventure, people with unique skills and talents suddenly appear at your home in Paseo and express their willingness to join you. So you should nip back home occasionally to see



While the Master System is quite happily swimming in RPGs, like *Ultima V*, *Y's* and, of course, *Phantasy Star I*, the official UK Mega Drive RPG releases have been a bit scarce. Over the next few months, expect to see many more value-packed games like *Phantasy Star II*, with thicker manuals and more content.

Brain, in fact, says that it is not happening, but a quick trip outside Paseo, the planetary capital, will certainly show how wrong she is!

Your character works for the



## EASY RIDER

The one possible fly in the *Phantasy Star II* ointment is the documentation. Besides the normal 48-page manual included with the game, is a fold-out map of Moto and Dezo. Thing is, the map shows absolutely every location – even the secret ones! On the back is a list of all the items, who can use them and what properties they have.

The 113-page hint book is strapped to the back of the box. Now the book is very beautiful, all in colour with great tables, drawings and maps, but a hints book it isn't. It is more like a detailed walk-through, exposing every crevice leaving little to surprise you. You are provided with the contents and pricing for every shop in the game, the complete maps to all of the dungeons and towers, the exact location of every chest in the dungeons (also which of them hold the real prizes), at what time new members will be waiting at home for you and even the optimum team configuration! So if you want to enjoy this game

**DON'T LOOK AT THE MAP OR THE HINTS BOOK!**





One of the best bits of the game is the stable of large and mean monsters. Each has a regular weapon, claw or sting and often a second special attack form. Every time the creature attacks, an animated sequence shows its whole body attacking in its different modes. When you attack, each character steps forward and hacks with his sword, shoots his gun, or casts his spell.

if any visitors have appeared. A total of six people, in addition to Nei, will come to your aid including a hunter, guardian, biologist, wrecker and thief. Only the thief can steal one of the major items in the game.

As the game progresses, all kinds of weird computer malfunctions impede your path. For instance, Paseo is an island in the middle of four dams. These control the water level in an artificial lake used for irrigation. Suddenly the dams close completely, drying



up the lake.

The game is structured in a very Japanese fashion. That is, it is highly linear with major monster/boss characters to defeat at the end of each segment. While these games tend to be more simplistic than your typical *Ultima* RPG, they can be very entertain-

ing. You always have a real sense of purpose and direction. Your focus is maintained and you get a high sense of adventure and expectation.

Once all of the problems are resolved in Mota, you journey to Dezo for another entire planet to explore. The visual effects on

## LETHAL WEAPONS TOO

*Phantasy Star II* is a weapon lover's delight. Besides huge lists of possible things to buy or spells to acquire, an added twist is that only certain characters can use or cast specific items. So you must make frequent decisions about the team's make-up depending on the weapons and magic spells needed to overcome various roadblocks.

It may also come as a bit of a shock to you, towards the end of the game, to find a shop selling a deluxe vulcan cannon gun that shoots mega-damage for the princely sum of 12,600 units. Amazingly enough, that is exactly what is needed to blow yourself through a particular enemy stronghold. The only problem is that the "hunter", who uses the cannon, is probably back at your house because you long ago replaced him with a more talented party member. So be careful with your character management!

Dezo are pretty striking as the game lays a heavy mist over the entire landscape, giving an eerie feeling. The Esper Mansion in Alpatin is especially important, though very well hidden from casual wanderers.

The finale of the game takes place at a secret location in space called Noah. A superbly animated sequence awaits your victory. £10 says you don't make it before sunset.



MEGA DRIVE	GRAPHICS	92%
	✓ Large combat sprites.	
	✓ Wonderful screens and backdrops.	
	SOUND	91%
	✓ Great in-game effects.	
✓ Unobtrusive background music.		
PLAYABILITY	89%	
	x Documentation too revealing.	
	✓ A challenging quest packed with gameplay.	
SEGA £39.99 • OUT NOW		90%







# CRIME WAVE

*Julian Boardman, the man who can barely manage a Mexican Wave, is sent to investigate a dastardly plot afoot in 1995*

The King Pin has gone and kidnapped the US President's lovely daughter to put the cherry on the top. He dominates the criminal world of the eastern seaboard and fancied doing something really wicked to stop himself getting bored. Personally, I would have kicked away some old woman's walking stick and nicked her purse for a bit of fun but he obviously thinks bigger than I do.

Our hero, Nick, decides to take on the case and attempts to track

well armed and also abnormally strong. He carries 500 rockets and 500 rounds of ammunition around his puny body, and he needs it to fight off the less than amorous attentions of every despicable character on the streets. Unfortunately, though, and despite the excellent introduction sequence, *Crime Wave* offers nothing overly exciting to take it above the average fare available. It plays too slow but it's hard work to stay alive, although ultimately it becomes very repetitive.

## CRIME PREVENTION

★ Crouching is the most effective way to manoeuvre and survive.

If you have trouble staying alive, shoot barrels, crates, etc with your rocket launcher or multiple times with your machine gun to uncover objects underneath. This is how you get extra lives, energy, ammo and more.

★ Look for weapons with extended capabilities in the higher levels. These will increase your offensive talents.

★ Be cautious of enemies shooting from windows and from the top of subway cars. These can be destroyed by moving as close to the wall as possible, then jumping and shooting. These same tactics can destroy wall-mounted cannons found in the factories and bonus rooms.



down the girl on the violent streets of northwest America. But his every move is being watched on the King Pin's "Look, no camera but I can still see everything" surveillance system and he is sending a remarkably large amount of his henchmen out to stop you.

The more perceptive amongst you will recognize a shoot-'em-up scenario when you see one, and in this case this Nick bloke is very



The whole of the game is viewed through King Pin's radar. He very kindly provides a rundown of your ammo and health as well as what money and gold you pick up.

AMIGA

ACCESS/US GOLD  
£24.99 • OUT NOW

GRAPHICS **84%**  
✓ Very impressive intro sequence.  
✓ Detailed death sequences.

SOUND **77%**  
✗ Poor effects for the ST.  
✓ Up-beat tune.

PLAYABILITY **66%**  
✗ Slow and repetitive.  
✓ Tough staying alive.

ATARI ST

ACCESS/US GOLD  
£24.99 • OUT NOW **69%**





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- Scart adaptor for connecting to RGB monitor (not suitable for standard RF TV connection)

**Only £399.99** <sup>2</sup>

<sup>1</sup> Sorry you cannot choose the free game

<sup>2</sup> Price does not include transformer/power supply (£25 extra) or carriage (£10 extra)

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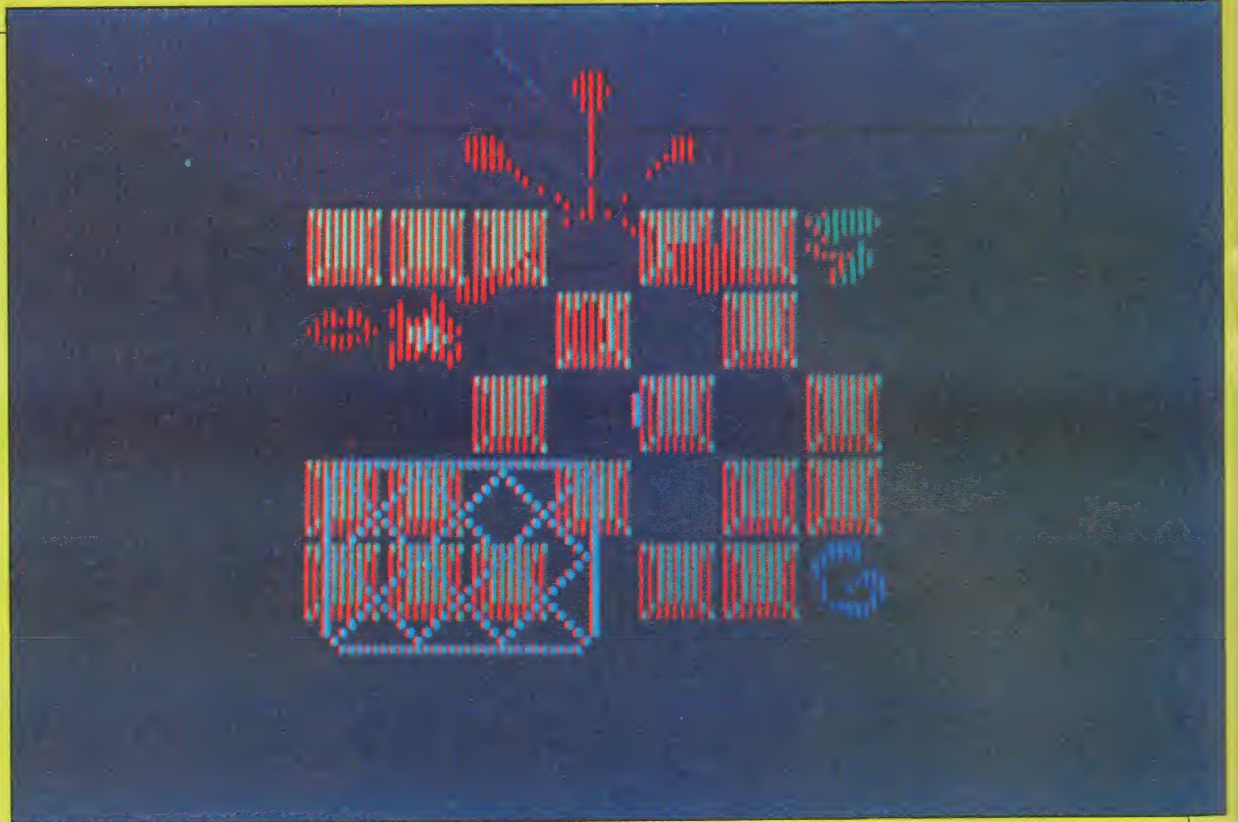
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Disaster strikes as Magic Boardman gets splattered for missing the ball. What a klutz!



# ROBO-SQUASH

*When it comes to squash, Julian Boardman is well equipped, but using robots would take all the fun out of it, surely?*

**D**o you all remember *Break-Out*? No?, well read on anyway. It's the 31st century and the President of the globe has died in suspicious circumstances leaving the ruling World party in turmoil. If the International party gain power they will divide the world into separate nations once again and pave the way for the senseless conflict last experienced in the 21st century.

As war has been abandoned as a form of settling disputes, the only way to prevent the destructive ideals of the International party triumphing is to defeat their champion at Robo-Squash and regain the peaceful control of the planet for the World party. It could all end in disaster...

Atari have been jolly clever and taken the *Break-Out* idea of using a ball and bat to destroy blocks and turned it into an addictive two-player ball game in a 3-D tunnel. The idea is to make your opponent miss the ball and splat the screen from which he views the action three times. The player who wins 11 matches wins the game.

Each player, or the computer, controls a bat that can move in two

dimensions across the screen. The ball bounces off all four walls in the tunnel in the same way because the game is played in Zero-G.

The wall of blocks in the centre of the tunnel varies in design but always contains special blocks that will increase your chances of winning. Things will either be made easier for you or more difficult for your opponent. Obviously, guiding your ball through the blocks means that the opponent has less time to see it coming towards him and therefore less time to react, giving more room for error.

Should you miss, then the ball splats across your screen obscuring part of your view. One miss and things get difficult, two misses and it is nigh on impossible to see what is going on, while three misses means we're talking game over.

Four levels of difficulty, from Klutz to Insane, ensure that there is plenty of longevity in this simple game. Should a friend purchase one as well then there are hours of fun to be had trying to gain the upper hand. The excellent graphics combine with the gameplay to produce a damn fine piece of software. Damn fine, indeed!

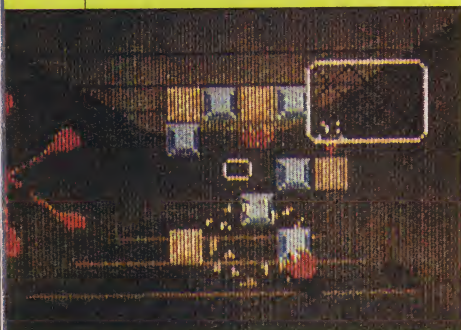
## THOSE SPECIAL BLOCKS IN FULL

**SHOOTER (Dragon):** Shoots fireballs at the bricks and special items. Using a fireball results in fewer points, but creates an explosion. The explosions are difficult to see through and can be used effectively as smoke screens to hinder your opponent's timing and reactions.

**HOLDER (Mouth):** Using a Holder allows you to catch the ball with your paddle enabling you to aim your shot.

**EXPANDER (Spiral disk):** The Expander enlarges your paddle to make the ball easier to hit.

**SPOTTER (All Seeing Eye):** The Spotter briefly displays a circle to show the player where the ball will end up. This is of tremendous advantage if you are unfamiliar with the ball's movement.



The white oblong in the foreground is your bat, the blue and yellow blocks are just that, and the smaller white oblong at the far end is your opponent's bat.

**GRAPHICS 83%**  
✓ Clear and precise.  
✓ Outrageous symbols for special blocks.

**SOUND 78%**  
✗ No tune or theme.  
✓ Each event has its own juicy effect

**PLAYABILITY 80%**  
✓ Addictive and engrossing gameplay.  
✓ Intense two-player action.

ATARI LYNX

ATARI £29.99 • OUT NOW **82%**



★ ★ ★ **YOU'VE TRIED THE REST!! NOW TRY THE BEST** ★ ★ ★



# TEAM SUZUKI

*After battling the elements in a Toyota Celica and gaining his licence in a Lotus Esprit, Julian Boardman squeezed into leathers and balanced himself on two wheels (quite a feat for Jools!) for Gremlin's most recent racer*

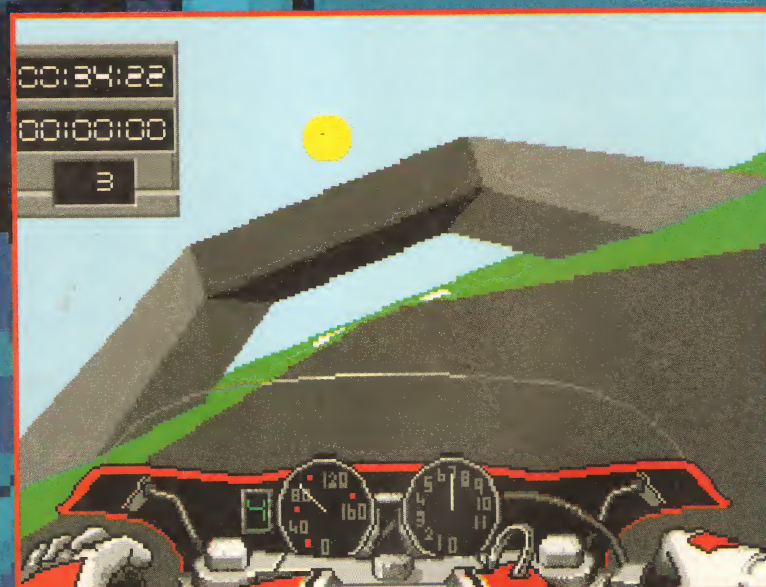
The final instalment has arrived. Gremlin's Grand Prix bike simulation, following hot on the heels of their rally simulation, has at last emerged from the urban jungle that is Sheffield to take its place along side Lotus and Celica GT and complete their blockbusting line-up for winter/spring.

Unlike many other motorcycle-based racing games, Suzuki is immediately recognizable as more of a simulation than a straight forward race to the finish. Working in close contact with the actual Suzuki works team to produce the program, Gremlin have mirrored the performance and the behaviour of three of the Suzuki bikes: the 125cc, the 250cc and the 500cc.



This fetching view from the behind shows the representation of the rider with his leg hanging out on a corner just like 'em real blokes on the TV. Those lads at Gremlin just think of everything, don't they!

A suitably impressive shot shows the versatility of the free-roaming "camera" which can follow the bike in races or be moved around entirely at will during practice - even right under the bike



The three bikes can be raced (one at a time of course) on a practice track, a one-off race, or a full 16-race season

which can be saved to disk if you don't fancy a couple of sleepless nights. However, sleepless nights may be unavoidable once you become embroiled in the cut 'n' thrust world of the Grand Prix circuit.

I'm not really a motorbike man but this vector graphic based simulation could possibly persuade me to change my mind. Gremlin have produced another strong, in-house product and have shown what can be done if time is taken to develop product and avoid high-profile, low-quality licences.



# 250cc GRAND PRIX

## START OF SEASON

1	Jools	0	0
2	K Schwantz	0	0
3	K Magee	0	0
4	G Taylor	0	0
5	M Tsuda	0	0
6	N Mackenzie	0	0
7	M Itoh	0	0
8	J Gentry	0	0

LOAD LEAGUE

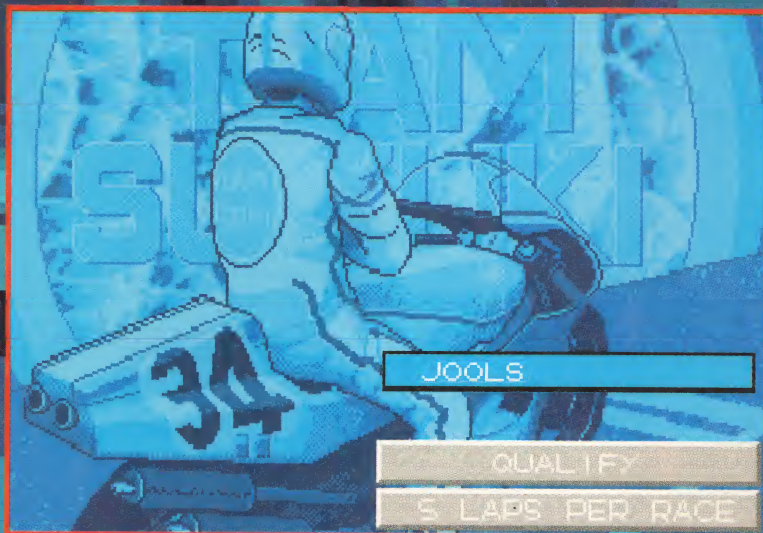
SAVE LEAGUE

EXTRA TRACKS

QUALIFY

5 LAPS PER RACE

QUIT



The first option screen you meet gives a choice of control mode, engine capacity and type of race. You are offered two mouse control modes and most will find the normal mode the easiest to use, but some may take to the unusual alternative mode. Both of these are a lot easier than joystick. The two larger bikes have manual transmission only, with the smallest bike having just automatic. The races in both the full season and the one-off can be any multiple of five laps between five and 50 long.

This is the state of the season table before the first race. How long is old Jools going to stay at the top – not very long I can assure you.

"The riders line up on the starting grid revving their engines in anticipation." (Not quite Murray Walker, but what do you expect for £1.95?)



### GRAPHICS 88%

- ✓ Clear, flicker-free vector graphics.
- ✓ Less scenery means more speed.

### SOUND 74%

- ✗ Novelty of buzzing engine soon fades.
- ✓ Impressive title track by MC Slack!

### PLAYABILITY 87%

- ✓ Very simple controls.
- ✓ But not so simple to control.

**GREMLIN GRAPHICS** **86%**  
£24.99 • OUT NOW

### GRAPHICS 87%

- ✗ Colour sacrificed for speed.
- ✓ Smoothest vector graphics ever!

### SOUND 75%

- ✗ Unimpressive engine noises.
- ✓ Good use of samples on intro tune.

### PLAYABILITY 87%

- ✓ Dangerously grows on you.
- ✓ Seasons and saving ensure lastability.

**GREMLIN GRAPHICS** **86%**  
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NO ONE HAD THE CLUE UNTIL NOW

# RAZE









# TWIN HAWK

*Where would the world be without that ubiquitous hero, Les "Welly" Ellis? (Answers on a postcard to...)*

## KNOW YOUR FOE

1. The L-Box – Simple to destroy and poses no real threat.
2. The Duke X – Destroy quickly as it fires many shots at once.
3. The Papaduke – Total wipeout if this guy gets near you.
4. The Killerjoe – Suitably titled. Will need lots of blasting and careful manoeuvring to kill it.
5. The Griffith – Flagship of the navy and subsequently well armed. All the individual gun turrets will be looking out for you.
6. The Bullet – Fast travelling ship, easy to destroy but fires many shots.
7. Fred and Ginger – Always prancing around together but beware, these are no pushover.
8. Mad Octopus – Destroy as soon as it appears. The gun will spin to follow you, spewing out homing bullets.
9. The Mouse – Easy tank to destroy, will take two hits.
10. The Cannonball – Easy to destroy and doesn't pose much of a threat.
11. The Dragonfly – Heavy rolling armour, many hits will be needed to waste this bug.

**G**alango and Boginda have always teetered on the edge of war. Ever since the government of Boginda raised questions about the validity of Galango's border territories, there has been nothing but trouble. For a long time now, Boginda has been building up its military reserves in preparation for an invasion of poor Galango.

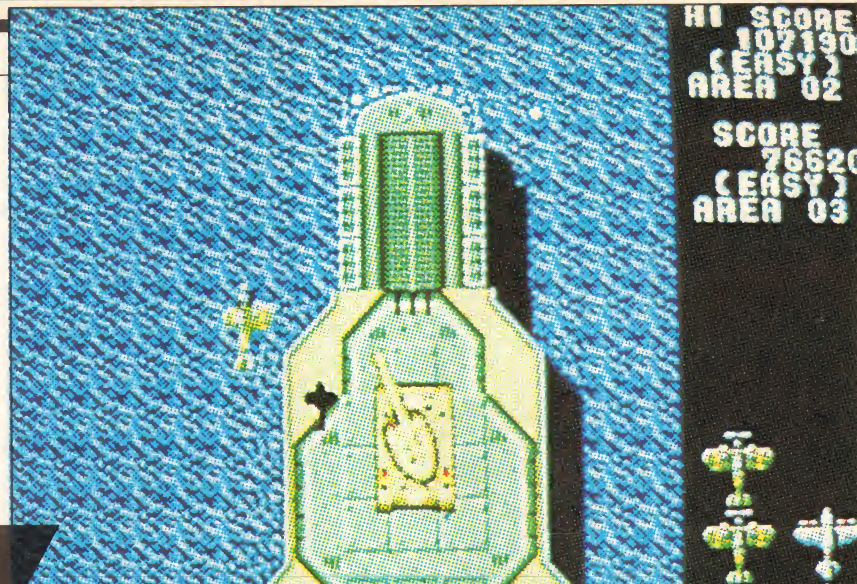
Being quite a peaceful nation, though, Galango needed a pretty good excuse to declare war on Boginda and its evil president, Jobani. The declaration of war came when

one day a stray shell from Boginda landed on Galango territory killing over a thousand innocent people. Open war was declared.

The war was quick, but bloody. Many thousands of lives were sacrificed, but it was all in aid of peace. Near the battle's end, with the Boginda government on the verge of surrender, the evil president's plane was shot down. After examining the wreckage, the Galango forces could find no trace of the president's body so it was presumed he had survived.

Nothing was heard of the ex-president until five years later when he was sighted of a remote island, rallying his forces for a triumphant return to world politics. On hearing news of his plans, the Galango government have dispatched you in your Twin Hawk plane to stop him in his tracks.

HI SCORE  
107190  
(EASY)  
AREA 02  
SCORE  
76620  
(EASY)  
AREA 03



Flying over the sea you take on the navy forces in area two. This ship background runs for several screen lengths and is heavily armed with guns and, strangely, tanks!

**GRAPHICS 86%**  
X Blocky and undetailed backdrops.  
✓ Large sprites make the action hot.

**SOUND 72%**  
X Annoying tune that plays throughout.  
✓ Large variety of Mega Drive noises.

**PLAYABILITY 88%**  
✓ Fast and furious.  
✓ Enough variety for a long challenge.

MEGA DRIVE

SEGA £34.99 • OUT NOW **87%**

Your faithful squadron buddies give you a formation escort as you leave base – but they soon run when you enter the battlezone and start shooting for real.



HI SCORE  
19000  
(EASY)  
AREA 01  
SCORE  
(EASY)  
AREA 01





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# RYGAR

*Doing his bit for world peace, Julian Boardman tries to get inside a Lynx game – and Les Ellis clears up the mess afterwards*

**S**ome foolish wizard has banished all the evil minions to the underworld. Fair enough, you might think, but he was foolish because he forgot to tell anyone how to keep them there after he died. On his death-bed a few hundred years later, he prophesied that a hero would return to save the land. The hero would be recognized by a strange birthmark – the Mark of the Wizard.

Ten thousand years and many generations of in-breeding later, the

## THAT'S MAGIC!

**Double points** – Doubles all points scored while the enhancement stays active.

**Star Weapon** – Allows Rygar to shoot in the air.

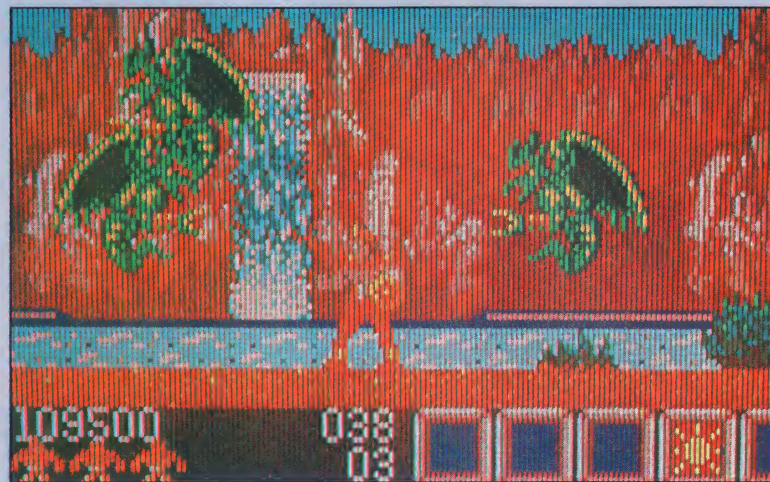
**Sun Weapon** – A bigger weapon with longer range for quicker, more accurate shooting. Two of these can be used at once.

**Tiger Power** – Gives Rygar the power to destroy evil beings by jumping on them.

banished peoples of the land produced this very hero to free their possessed home from the clutches of the evil. The hero-to-be was Rygar and his sole mission to rid his land of the evil creatures and allow the exiled inhabitants to return in peace.

Due to the special powers of anyone bearing the Mark of the Wizard, the lad, Rygar, can open all the magical chests that are littered across the land and retrieve the magical weapons and bonus items that are locked within.

The young Rygar gets sucked into a wonderfully colourful, horizontally scrolling, beat-'em-up, multi-weapon, multi-enemy extravaganza



While Rygar gets hassled by several green dragons, it gives us a chance to look over the screen layout. The left of the status bar shows points and a graphical representation of lives. The numbers to the right of that show the time remaining (at the top) and the number of lives (at the bottom).

The five boxes will display which magical powers Rygar has in his possession (see box).



## GRAPHICS 81%

- ✓ Some superb backgrounds.
- ✓ Wide variety gruesome monsters.

## SOUND 79%

- ✗ Unimaginative tune.
- ✓ High quality spot effects.

## PLAYABILITY 84%

- ✗ Lacks a certain amount of challenge.
- ✓ Enough depth for most gamers.

**ATARI**  
**£29.99 • OUT NOW 81%**

Here the man with the Mark of the Wizard takes on a ridiculously well-armoured rhino.





# RAMPAGE

*Finding someone sympathetic to the plight of huge human-eating animals was not easy. But then Julian Boardman isn't one to refuse a meal – whatever it consists of*

**S**ome dumb cluck in the works cafeteria has managed to place the entire city under threat by mixing chemicals with spinach. Four employees at a

has an antidote, and it's up to you, as one of the animals, to carve your way through the city to find this man.

Bashing seven shades of whatever out of the buildings is the main

## HOW TO DO IT

(and play the game)

- Try to destroy the cities as quickly as possible; the longer you stay in the city, the more damage you will receive from the military.
- Watch for clues between levels. They may help you to survive the final level.
- Jump when you see dust clouds or cracks appearing across the building. If you go down with a building it could be curtains for you.
- If playing as a team, destroy the building quickly and protect other monsters.

chemical firm ate contaminated spinach and far from making "ug, ug, ug, ug, ug!" sounds, they turned into animals. Larry the cashier turned into a rat, Ralph the janitor turned into a wolf, Lizzie the marketing manager turned into a fire breathing lizard. But worst of all, George (the boss) turned into a gorilla.

Sadly, their plight didn't end there.

The four ex-employees started to grow and grow. Obviously not impressed by this situation, the humans-turned-animals all got a tad annoyed and smashed out of the factory and onto the city streets.

This is where the rampage starts – the enormous over-developed animals smashed houses, devoured everything

in their path, fought off entire armies with their little fingers and so on. Typical Chewit advert stuff.

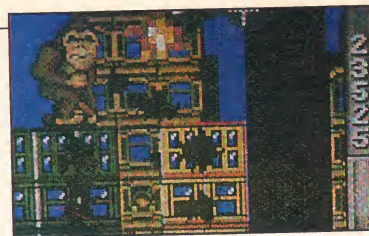
All is not lost – a lab technician



order of the day. You've got to jump clear of the super structures before they tumble. Extra points can be gained by eating the inhabitants, crushing puny helicopters in your mighty fists and generally being really bad.

Once the army and cops arrive on the scene, things start to get hairy as helicopters fire at you, soldiers drop dynamite on you, and the army try to take the whole building with you on it.

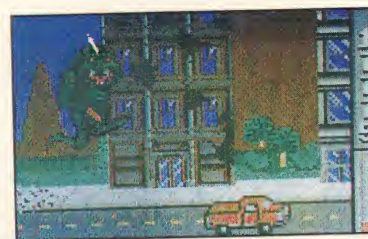
There is an option for up to four players to link up via the ComLynx and either play against each other by trying to get to the antidote first or as a team by causing as much damage



George the gorilla picks off a passing helicopter like it was nothing more than an irritating fly. But how many flies do you know that carry 30mm ammunition.

as possible. As usual the competitive version is much more fun.

Good clean fun? No! Mindless violence on a scale rarely seen since the Harrod's china department sale. Yup, definitely one for those of you with a latent animal instinct.



Lizzie the lizard (clever, eh?) contemplates the relative merits of Chewits against those of east-coast American architecture. Over to the right your score and remaining energy are displayed. If your energy runs out you lose one of your three lives

### GRAPHICS 87%

- ✓ Near-perfect animation.
- ✓ Cartoon-like sprites and movements.

### SOUND 79%

- ✗ Lack of a tune.
- ✓ Excellent crunching and munching.

### PLAYABILITY 78%

- ✓ Repetition works for the game.
- ✓ Difficulty level soon starts to pick up.

**BALLY/ATARI**  
£29.99 • OUT NOW **81%**

ATARI LYNX





# SWORD OF SODAN

*All-round good guy and general friend to the people, Les Ellis whips out his sword, slays the woman and rescues the dragon*

**W**izards are proliferating on the Mega Drive at a frightening rate — and none of them seem to be friendly. It's just as well Mega Drive owners are a resilient lot and stand up to the onslaught of malicious magic. This time it's some wiz called Zoras who has returned from exile to wreak havoc upon his homeland. Once more you must save the day.

While Zoras was in his state of



banishment, he managed to influence a small band of warriors who he has brought back with him. On his return, Zoras immediately fed the king to the demon fire, hoping this would end the goody-goody family that had reined peacefully for hundreds of years. However, Zoras was out of luck, thankfully, and the two heirs to the throne, brother and sister, were whisked away to a far off

forest.

The two youngsters, Shardan and Brodan, were raised by an old and wise man, Sodan, who passed on his wisdom and strength to the couple upon his death. Also upon his death, old Sodan revealed the power of his incredible sword, which he dutifully passed on to the rightful heirs to the throne. His last, dying wish was that the two would assume



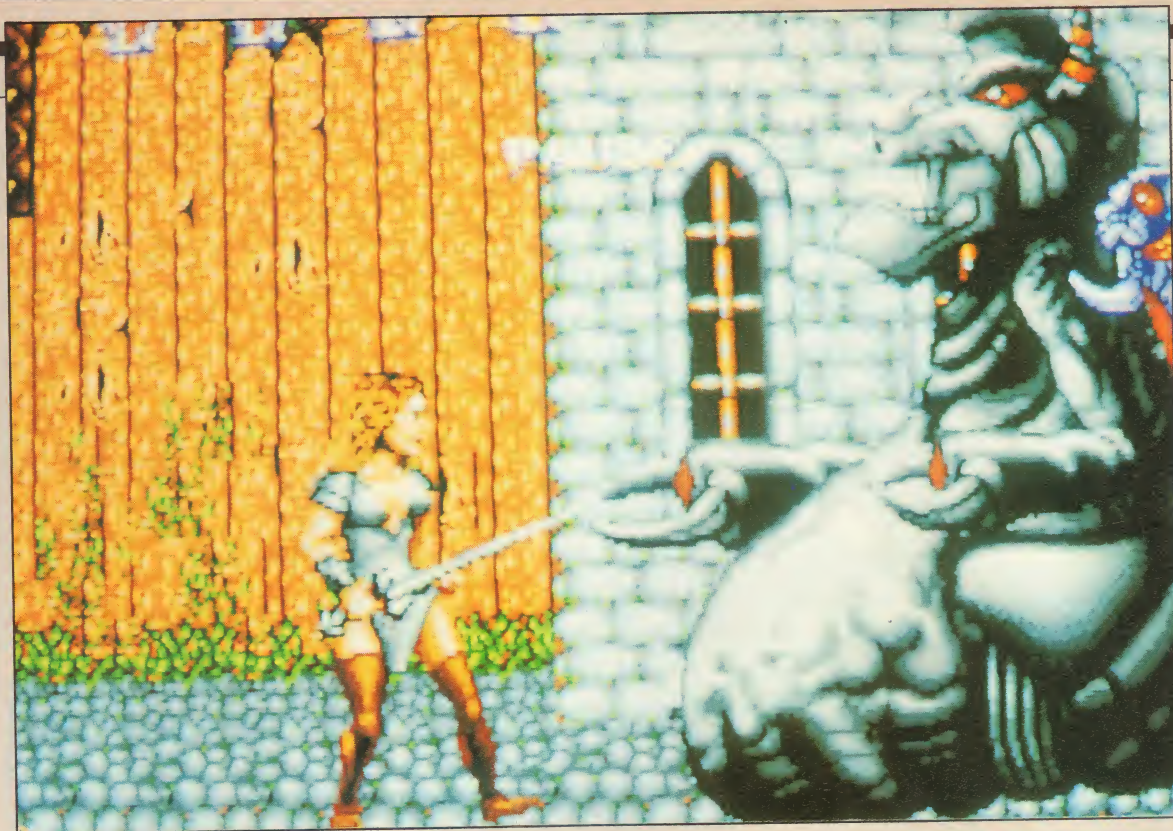
Quite a collection of potions to be mixed as you progress towards the end of level two. Here the guards continue their relentless attack but this time the matter is complicated slightly by the spikes coming up through the bridge — ouch!



## HOOK, LINE AND SINKER

The man responsible for *Sword of Sodan*, Anselm "Andy" Hook, was also responsible for *Vortex*, *Dragon Slayer* and *Battle Squadron* (see last issue). Born in France, Andy now lives in Baltimore, USA, where he divides his time between programming for Innerprise and avoiding the local mafia (gambling debts you know). His likes are Marilyn Monroe and breakfast at Lenny's. Wow, the life of a high-flying programmer, eh?!





Julian makes a guest appearance. Nah, just kidding, it's the evil Zoras making an early debut in the game. You can't do anything to him here, he just pops on to say hello then buggers off till later in the game. On levels six and seven, Zoras returns for a nifty bit of hand-to-hand combat. Believe it or not, Zoras is not in his human form here but the resemblance between this blob and our Jools is quite stunning.

their rightful places as leaders of the land and return the area to the peace and tranquillity it once knew.

Depending on your sexual preference, you can take the role of either

heirs and guide them through their adventure over the seven levels of the land. Of course, you have the mighty sword to fend off most of Zoros's henchmen, but some particu-

larly large beings will require the use of magic if they are to be passed. Bloody splatters and intestines fly – could this be the most bloodthirsty console game ever?

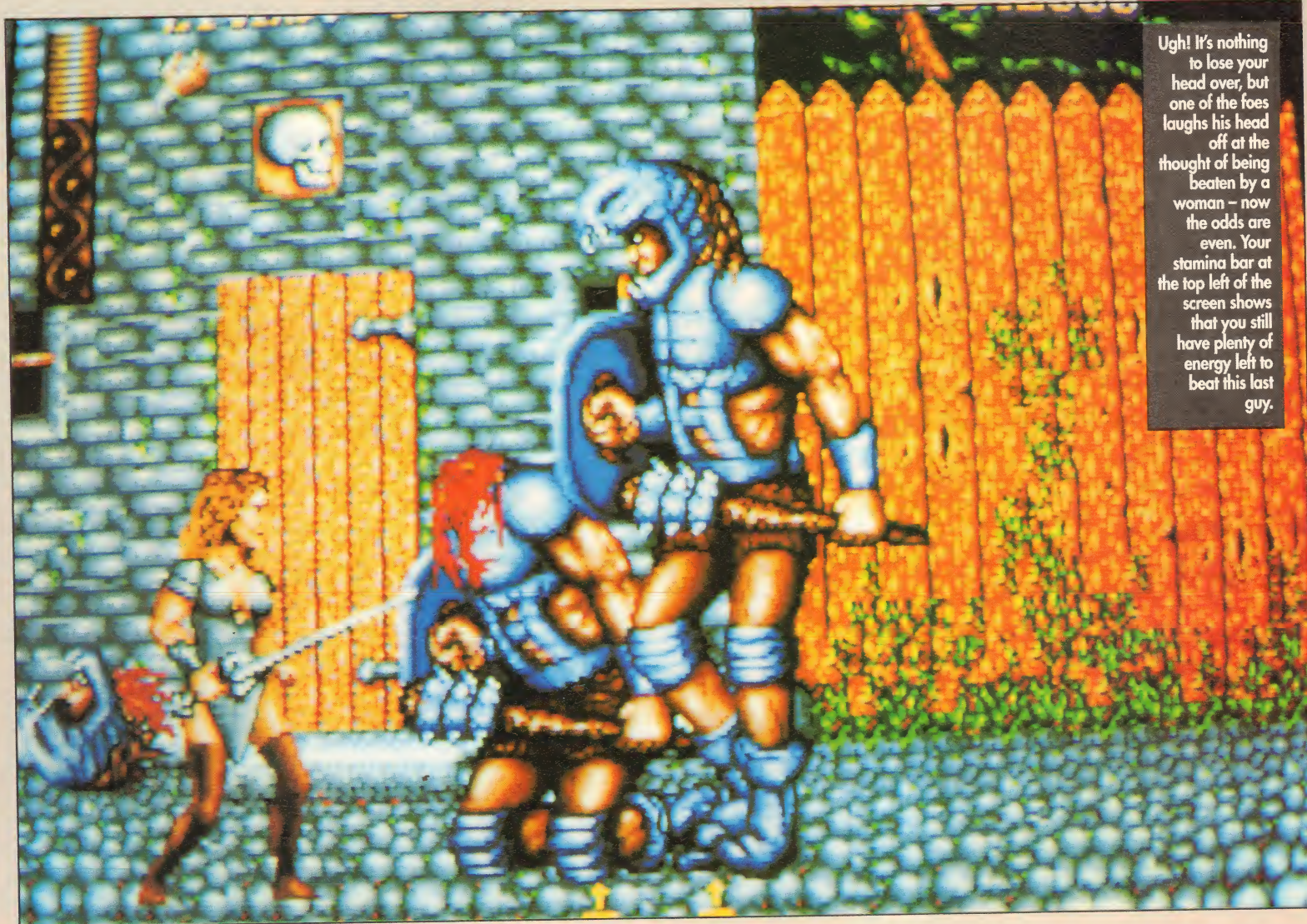
MEGA DRIVE

**GRAPHICS 76%**  
✓ Huge sprites but the animation is dodgy.  
✓ Scenic backdrops, very detailed..

**SOUND 70%**  
✗ No in-game music and a poor title tune.  
✗ The grunts and groans are an "ear" sore.

**PLAYABILITY 74%**  
✗ Too easy for a console game.  
✓ Initially attractive and inviting.

**ELECTRONIC ARTS 73%**  
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Ugh! It's nothing to lose your head over, but one of the foes laughs his head off at the thought of being beaten by a woman – now the odds are even. Your stamina bar at the top left of the screen shows that you still have plenty of energy left to beat this last guy.



# SPIRIT OF *Excalibur*

*We needed someone to roam about the country burning, looting, raping and pillaging. The man we needed was Les Ellis*

**T**he life and times of King Arthur are legendary, from pulling a sword out of a rock he went on to unite the kingdom, or so the story goes. However, every great man must breathe his last breath, and when Arthur heard that his greatest pal, Lancelot du Lac, had run off with his wife, Art gave up the ghost and settled for a life in the graveyard. On his death bed, Arthur handed over his domain to Constantine, the crown regent. But there was great unrest when the land heard of Arthur's death, some suspected murder, and the successor was to be treated with caution, if not disdain.

The game starts off immediately after Arthur's death and is split up into five parts, each with its own objective. In each chapter you must

move about the country interacting with other characters, be they knights or just plain townspeople, using all the help and powers you have to obtain your objective.

The underlying overall objective is to protect your lands and people from the marauding Saxons – at one point even the supernatural gets a look in when spirits and demons are summoned up to get you.

Your forces will need to be battle-ready at a moment's notice as you deal with the everyday running of a

A close up showing part of the map of England. The shield being chased by the red arrow is you. Here you are leaving York on your way south to claim the throne.

## THE KING'S QUESTS

*There are five main chapters to be completed.*

1. **THE KING MAKING** – Here you must journey to Camelot to claim the throne of England.

2. **THE RETURN OF LANCELOT DU LAC** – The Scottish are invading the South, the Saxons are attacking London, and you have very few knights loyal to you. You must find Lancelot, he is the only one who can help you.

3. **THE ENIGMATIC GIANT** – The land is again at peace when a giant warrior appears at the walls challenging the knights to individual duels.

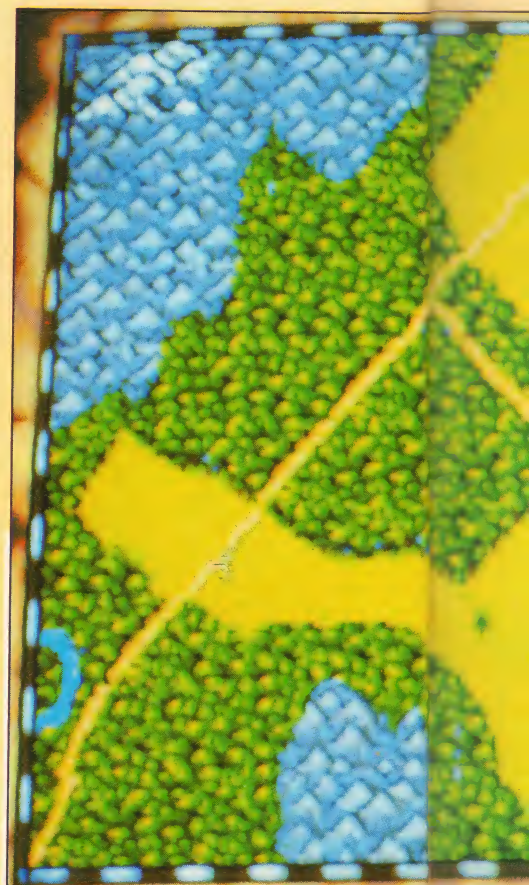
4. **THE ENCHANTED KNIGHTS OF THE FOREST SAUVAGE** – The giant has been dead for two years but all over the country your loyal men are disappearing, the forces of evil are being banded against you.

5. **MORGAN LE FAY'S REVENGE** – More magic as your arch enemy attempts to end your reign once and for all.



## HOLY MOLY

The Holy Grail has two possible origins, both of them in Israel. One belief is that the Grail is the actual cup/bowl that Jesus used at The Last Supper to distribute the wine. Others believe it was the bowl which Joseph of Arimathea used to collect the blood dripping from Jesus's wounds on the cross. Whichever you believe, if any, the only thing that is true is that many cups have been proffered as the real McCoy, but none have ever been accepted. For a fuller explanation see Indiana Jones and the Last Crusade.







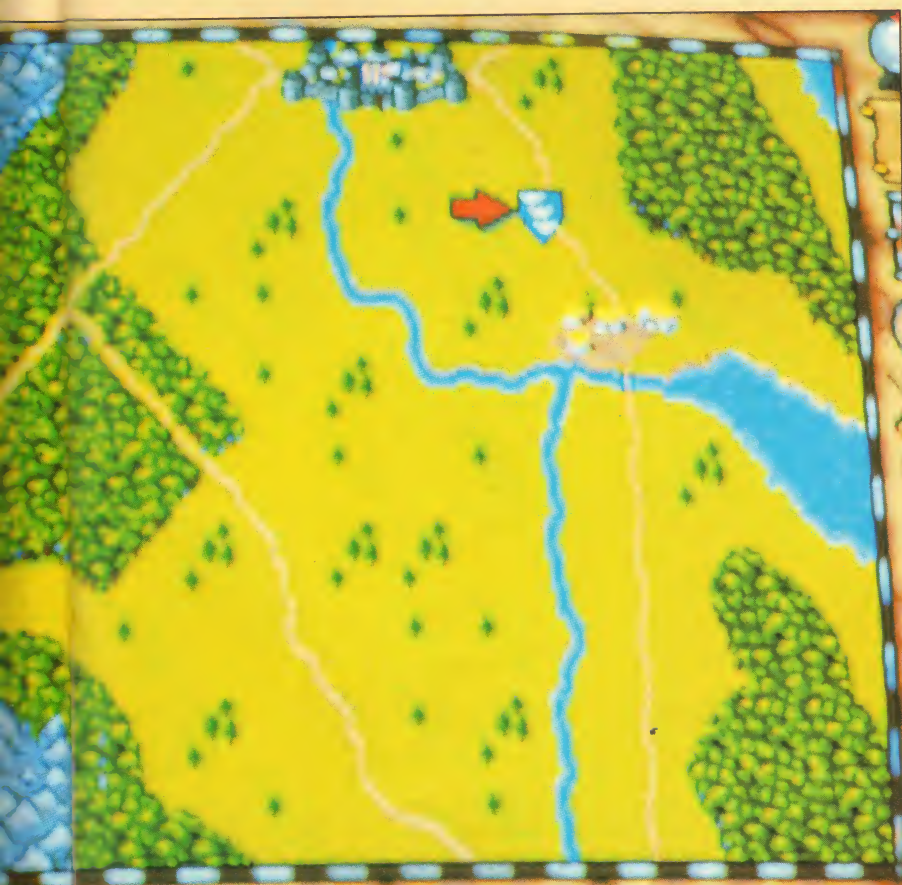
Requesting money from friends will often have this result. Some things never change.

Individual castles can be searched to find useful little items, but on the first mission there isn't a lot lying about. Oh well, back to killing the peasants, I suppose.

kingdom. Revolts and attacks are everyday occurrences in the Britain of the 600s. So pick up your map, take your sword in hand and set off on one of the most enduring quests in history.



This traveller tells of impending doom; act quickly or it's curtains for your hopes of becoming king.

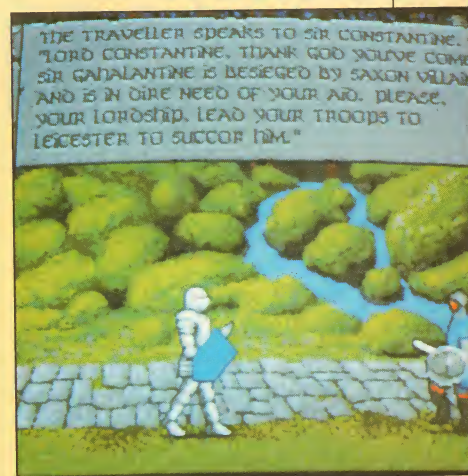


## THE LEGEND OF ARTHUR

The Arthurian legends have kept kids and adults alike captivated for years, absolutely hundreds of books and films have been produced on the subject. Historical books include *The Search for King Arthur* by Geoffrey Ashe, the *Arthurian Encyclopedia* by Pete Bedrick and *The Fall of Camelot* by Time Life Books. The films include such classics as *Monty Python's Quest for the Holy Grail* (not the most serious documentary, but one of the best) and *Excalibur* starring Nicholas Clay and Helen Mirren, a rather arty picture but worth watching when it comes around on TV again.

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GRAPHICS **87%**  
✓ Great use of colour in VGA mode.  
✓ A wide range of screens and animation.

SOUND **86%**  
✓ Good use of sound and some speech.  
✓ Supports every soundboard.

PLAYABILITY **85%**  
✓ The five chapters ensure longevity.  
✓ Tough yet helpful and guiding.

IBM PC

VIRGIN  
£34.99 • 20 MARCH **85%**

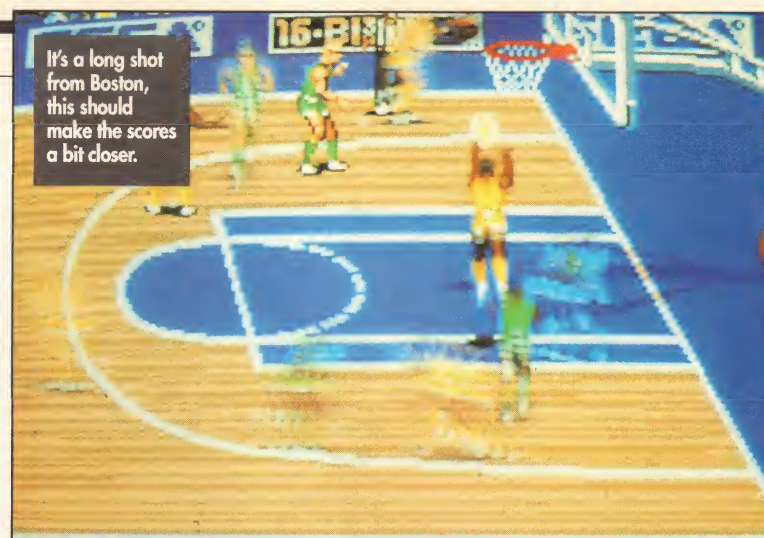


# Super Real BASKETBALL

*Being a towering 4'3" short, Les Ellis slipped on his stilettos and gym slip and played rough with the big boys*

**W**elcome to the land of giants. The world of basketball must hold the record for introducing the lankiest blokes this side of Robert P Wadlow (the tallest man ever). Players regularly measure in at over seven feet.

Sega's *Super Real Basketball*, which looks disturbingly like the old PC Engine game *USA Pro Basketball*, brings another popular Channel 4-promoted sports game to your Mega Drive. However, there are no big names to sell this game – unlike *Arnold Palmer* or *John Madden*. But the lack of a star doesn't diminish the quality of this game, it still contains all the accuracy and features you would expect from



## TEAM TACTICS

Each team has its own special style of play. Pick the team that suits your play best.

**LA HOOPS** – straightforward team. No tricks or specialities.

**DALLAS WINGS** – Have a couple of players who like to throw three pointers.

**NY BUSTERS** – Great ball handlers who'll steal the ball if you blink.

**SEATTLE BEARS** – An aggressive team, good around the net, high scores are a guarantee.

**DETROIT JETS** – Good all-rounders who are proficient around the net, be it yours or theirs.

**HOUSTON REBELS** – A solid, consistent team. They don't have any startling players, though.

**DENVER JAMMERS** – Excellent passers who'll throw the ball around quickly and score with similar finesse.

**BOSTON BASHERS** – One of the best defenses you'll encounter. Low-scoring (for you) is guaranteed.

a sports simulation.

You choose to play either an exhibition match, against a friend, or battle with seven other top US NBA teams in tournament mode – no sign

of the Globetrotters, thankfully.

Before you enter the arena, you must select your team and make any positional changes you require. From here on a normal game of basketball takes place, with all the weird and wonderful rules that come with it. There are three levels of difficulty to ensure you don't get to the finals too quickly. Conquer the finals and you will be crowned the Super Real Basketball Champion – but I shouldn't hold your breath!

The pressure is on at the jump off. The tallest guy gets the immediate advantage, but timing is crucial as the ball is tossed at different times and speeds every match.



**GRAPHICS** **89%**  
✓ Stunning close-up sequences.  
✓ Good overall perspective of the court

**SOUND** **61%**  
X Pathetic crowd and shot effects.  
X Tacky music plays throughout.

**PLAYABILITY** **75%**  
✓ Three difficulty levels to test you.  
✓ A tough path to the finals.

**SEGA** **82%**  
£34.99 • OUT NOW

MEGA DRIVE





# SUPER LEAGUE

*Welcome, sports fans, to this afternoon's big game. The conditions are perfect, there's not a cloud in the sky. Stepping up to the pitcher's mound is*

*Les Ellis*

**M**ega Drive owners are a fit lot. Just a couple of months ago they were sprinting around the astroturf in John Madden American Football and walking the golf course in Arnold Palmer Tournament Golf, and now this month there's Super Real Basketball and this baseball extravaganza, Super League.

Super League is very much like most baseball games you're likely to play nowadays. You take the role of the manager, pitcher, batter and any of the players in and out of the diamond (baseball jargon for the four bases). You can either play a single exhibition match against a friend, play an open match against a selected computer team, or you can enter the World Series, which involves 30 games.

After choosing your favourite players from the squad available, you can don your cap and lead the team into the ball park. Play is either viewed from behind the back-stop and batter (when pitching is taking place) or from way above the stadium, in a plan view, while the ball is travelling around the field.

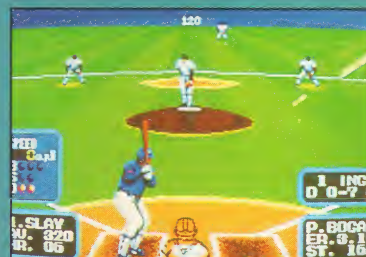
Both batting and pitching are easy to grasp. Both players can move around within their respective squares, using the direction and fire buttons to hit/throw the ball at a certain area.

While both players are waiting for the pitch they can change with a substitute of a better calibre. The pitcher can also flick back to a plan view and throw the ball at a base if he thinks the batting team



The pitcher's lethal weapon. It lets the batter walk to first base but it's worth it just to see your opponent crippled in his prime.

Caught in mid-swing, the batter attempts to knock this pitch into the grandstand. By using the direction pad as well as the buttons you can pull off a variety of surprisingly powerful shots.



is trying to "steal" it (running to the next base while the pitcher is in the motions of doing his stuff).

Rules are as normal baseball, with three strikes (when a batter fails to legitimately hit three pitches) making a player out, and three outs allowing the teams to swap positions.

If a player manages to hit a ball to the outfield, the play switches to the plan view. The computer "speaks" which position the ball is likely to travel to first in an attempt to help the fielding team. While the batter runs around the base, he

also has control of any other players that may be on the bases. Players are out in normal play if they are either caught, runout by failing to reach a base before a baseman with the ball, or by being tagged by the ball while running between bases.

The game is run over an initial nine innings. If the scores are tied, the teams play an extra innings till the game is decided. But if you play anything like me, you'll be soundly thrashed within the first three innings!

**GRAPHICS 79%**  
✓ Great animation on all players.  
✓ All graphics are well detailed.

**SOUND 82%**  
✓ Atmospheric tune livens things up.  
✓ Speech to help you along the way

**PLAYABILITY 80%**  
✓ Very addictive in two-player mode.  
✓ "Pitched" just right for the market.

MEGA DRIVE

**SEGA £34.99 • OUT NOW 81%**







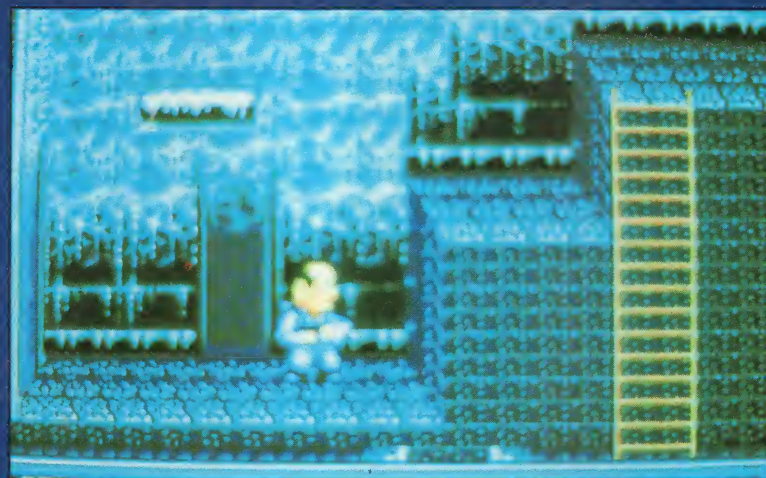
# GHOSTBUSTERS

*Julian Boardman, the parapsychic yuppie, cries "Who ya gonna fax?"*

The Ghostbusters could never be called shrewd businessmen. Their business was booming because New York was being overrun by spooks, then what do they go and do but take out the head demon at the Temple of Zuul and their business goes down the toilet because there aren't any ghosts left to bust. So they're bored, and frankly so are we, who wants to play a game where the Ghostbusters turn into the Dustbusters and play at cleaning their building?

But wait, we don't. All is not lost – almost. A series of earthquakes have been rocking New York city, and the ever-so-keen 'Busters reckon it has something to do with ghosts. Mind you, they would probably blame a parking ticket on a mystic meter maid before blaming it on their own inadequate parking. However, the phone is ringing off the hook, and the lads just can't contain their excitement. Sadly though, I can.

*Ghostbusters* soon degenerates into a very average shoot-'em-up. Even the fun of dragging the spooks into a box is only found once per level, the rest of the time spent just blasting the assorted



entities that happen to stumble your way.

The usual rewards of dollars are given for busting the spectral visitors, and all this can be spent on improving your armoury to make cracking the next lot of ghosts just that little bit easier. It is all very well but it has all been seen before and the few nice graphical touches, and the obvious soundtrack, just don't make up for the tired gameplay.

## GRAPHICS 77%

- ✓ Variety of creatures and spooks.
- ✓ Cute caricatures of the 'Busters

## SOUND 78%

- ✗ The "remixed" title tune irritates.
- ✓ Wide range of effects and tunes.

## PLAYABILITY 62%

- ✗ Tired formula.
- ✗ Extremely repetitive gameplay

MEGA DRIVE

SEGA £34.99 • OUT NOW 72%

## WEAPONS FRENZY!

**Energy Regeneration (\$200)** Fills up the energy gauge.

**Energy Tank (\$500)** You already have one but the more you add, the more energy you can carry. The price goes up every time you buy one.

**Explosive (\$10,000)** Explodes when shot destroying several ghosts at a time.

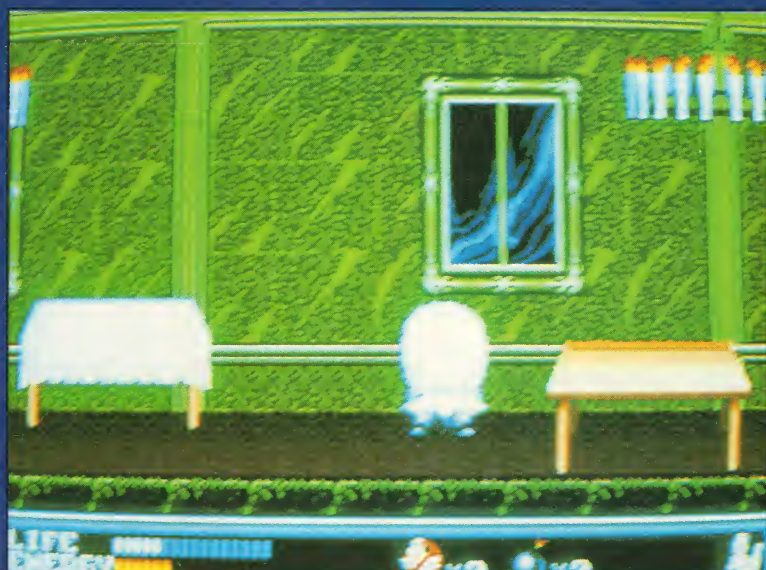
**Three-way shot (\$7,000)** Fires constantly in three directions simultaneously.

**Bubble projectile (\$3,000)** Envelopes the ghosts. Cannot be used on some ghosts.

**Phaser Shell (\$5,000)** As long as you have the energy, you can destroy several ghosts at a time.

**Special Suit (\$5,000)** Diminishes the amount of damage that you sustain.

**Barrier (\$35,000)** Protects you from ghosts, but it eats up a lot of energy.





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# JONES

## in the *Fast Lane*

*We asked Les Ellis to take part in the rat race and he turned up with two furry creatures under his arm (you just can't get the staff nowadays...)*

**F**orget The Game of Life, forget Monopoly, forget Cluedo, Colditz and all the other boring board games – a new character is on the scene to take you through life's little problems.

Jones is a multi-player computer board game where up to four players (including Jones himself) can compete to reach their goals in life. These goals are set by the players before the game and must be achieved in the shortest time possible. The four aims are happiness, education, a career and, of course, money.

The goals can be reached using a number of methods, but each goal is generally affected by your social

standing. Working in the burger bar is okay for a low life, but high-flying executive material (like myself) need managerial positions to succeed.

Players take it in turns to move through a week, taking care to ensure that their own digitised character has everything he needs: food,

money, stereo, clothes and, of course, a share portfolio.

The ultimate aim is to achieve your goals and leave the rat race. Will you be able to reach suburbia, and stop trying to keep up with the Joneses? (Incidentally, the game was originally called Keeping up with Jones!)



Before the game starts you have to set out the goals which you hope to achieve. The higher the goals, the longer they will take to reach. If everything is set at maximum then expect to be playing this for half a day!



Shintaro makes his computer debut at Monolith's Burgers. A good place to start work, and a good place to get food. Eventually you'll need to get a fridge though; in it you can store a whole week's shopping. Save up enough and you can pay a visit to the bank (far left) to either save your money or play the stock market. Carrying money around is very dangerous as there's a thief in town who knows just when to strike.

**GRAPHICS 78%**  
✓ Characterful digitised players.  
✓ Great shading in VGA.

**SOUND 65%**  
✗ Pathetic internal beeps.  
✓ Supports all soundboards

**PLAYABILITY 75%**  
✗ Hard drive strongly recommended.  
✗ Initially novel but soon repetitive.

IBM PC

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# DUCKTALES

*Uncle Scrooge McDuck is the richest duck in the world. Julian Boardman tagged along on his latest treasure hunt to see if some of the wealth would rub off*

In the mountains, you have to throw a rope with a grappling hook on the end in the hope of catching the edge of a ledge and being able to haul yourself up. You can collect diamonds along the way but the ultimate goal is the treasure at the top. On the way you must be careful to look out for sleeping bears, falling boulders, and the occasional Beagle Boy. The jungle makes you swing around on vines, avoiding panthers and the like, bouncing on branches and using the heads of hippos to get across to your treasure. (Amiga)



## CONSOLE QUACKER

The quest takes place over five levels. Each is very big with extremely detailed graphics, to a standard very rarely seen on the NES. His travels take him through African mines, the Amazon, Transylvania, The Himalayas and even the Moon, each of which has its own graphical style, and set of puzzles and enemies to defeat.

McDuck has a curious way of getting around, he pogo's on his walking stick, and anyone who gets underneath him is dead meat. The only problem comes when he gets to the Himalayas. Because of the soft snow, he can't use his



use his stick quite as he would like, making things a little difficult for him. Trials and tribulations of being a greedy adventurer, eh?

He takes along the three nephews, Huey, Dewey and Louie but soon loses them on his travels. If he meets them again, they give him little messages to help him find the treasure. McDuck may also bump



From Old Uncle Scrooge McDuck's great oak desk it's possible to dive into the money pit lurking behind the giant vault door, make investments in the form of shares and go to the map to choose your next port of call. You're guaranteed a quacking good time.







into a couple of other family members across the world, including one odd cove called Launchpad. If you meet him, he will transport you back to the beginning of the stage so that you have a chance to collect all the more treasure, or die again depending on your point of view.

As NES platform adventures go, it is pretty damn good, easily rivalling old Mario and Luigi for fun and addictiveness. It is also good to see some new characters showing their faces on the small screen. Fun, frolics and pogoing, what more could you want?

### DUCK OF THE YEAR

The Amiga, Atari ST and IBM PC versions from Titus are totally different. The game revolves around a battle between old Scrooge McDuck and his cousin, Flintheart Glomgold, to become the Duck of the Year (or great quack) in the rag by the name of Dime. Whoever collects the most treasure from the many treasure locations around the



The caves comprise a network of criss-crossed tunnels. You are thankfully given a map, but slime pits and mummies must still be avoided if you wish to get to your destination.

world wins. These locations will either be in the mountains, the jungle or a network of caves. All this treasure can then be invested on the stock market to increase your wealth in the effort to beat Glomgold to the title.

To get to all the very odd destinations, you will have to fly with Launchpad, one of the worst pilots in the world. The controls are on the sensitive side meaning that flight is never anything less than erratic.

### NES TRIP TIPS

*Each of the five levels has its own particular treasure which the five treasure guardians are very reluctant to release into your hands.*

**LEVEL ONE** – the Amazon offers the sceptre of the Incan King. To get it you will first have to bribe a statue with \$300,000.  
**TWO** – the prize in Transylvania is the Coin of the Lost Realm.  
**LEVEL THREE** – inside the African Mines, you'll find the Giant Diamond of the Inner Earth.  
**LEVEL FOUR** – steal the Crown of Ghengis Khan. Tough!  
**LEVEL FIVE** – find the Green Cheese of Longevity, a highly-valued treasure indeed.

Where the computer version also differs is that you control Huey, Dewey and Louie for your three lives instead of Uncle Scrooge.

The between section presentation is superb. Various characters appear to tell you of all the little disasters that have happened along the way, and the speech synthesis is excellent. Sadly, all this wears a bit thin once you start to notice the frequent and lengthy disk access, and the remarkably repetitive gameplay.

*Duck Tales* is obviously aimed at a young market but if the time that had been spent on all the static screens had been spent on the gameplay itself, it would have resulted in a much stronger game with wider appeal.

A shame more wasn't made of such a great Disney character.

#### GRAPHICS 92%

- ✓ Animation is slow, but slick.
- ✓ Brilliant static screens.

#### SOUND 93%

- ✓ Excellent speech synthesis.
- ✓ Typically Disney sound effects.

#### PLAYABILITY 71%

- ✗ Too much disk accessing too often.
- ✗ Repetitive gameplay.

AMIGA

DISNEY SOFTWARE £24.99 ● OUT NOW 76%

#### GRAPHICS 85%

- ✓ High level of detail and variety.
- ✓ Sprites straight from a Disney cartoon.

#### SOUND 81%

- ✓ Well cheerful and groovy tunes.
- ✓ Informative sound effects.

#### PLAYABILITY 84%

- ✓ Enough puzzles for any player.
- ✓ Loads of variety on five stages.

NES

CAPCOM £19.99 ● OUT NOW 83%





# MIGHTY BOMB JACK



*Bombs hovering above. Mighty rodents flying through the sky. Les Ellis was there to catch the droppings*

**M**any years ago, back when Mickey was a mere fledgling and Danger Mouse was genuinely funny, Walsall-based Elite produced a compelling game called *Bombjack*. This game was to capture the hearts and joysticks of gamers nationwide as they struggled to get their own mighty mouse to diffuse the bomb-ridden skies. Well, in the best traditions of flogging a storyline to death, he's back, mightier than ever. The world is at peace, ruled by the fair King Pamera. And, as everyone knows, a peaceful world is the last place you want to be if you're hoping for a peaceful future.

The king demon Beelzebub has instructed his minions to search out the good king and kidnap him and his family.

There also lived in the land two brothers from the family Mighty. On hearing this information, one of the siblings was dispatched to expose Beelzebub's plan. After a strong



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Left: the bonus round at the end of level one. If you collect all the bombs in the order they light, you get awarded with extra points and power. Top: the mighty mouse jumps for joy at the start of level two and manages to pick up a pile of coins in the process.

battle, the Mighty boy was defeated. Now it is up to Jack (now *he's* a lad) to follow in his brother's footsteps and challenge Beelzebub.

The game concept is simple; travel through the 16 levels (plus the final confrontation round) collecting as many bombs and bonuses as possible, while avoiding all the characters that are out to get you. All the rooms of Beelzebub's palace will need to be cleared to defeat the corpulent king. On the completion of each level in palace, you enter a bonus screen which will help boost your score.

You must defeat the king, avenge your brother's death, free the land, *and* get home in time for tea. All in a day's work for Jack the lad.

ATARI ST	<b>GRAPHICS</b>	<b>89%</b>
	✓ Small but perfectly formed.	
	✓ Detailed, scenic backdrops.	
	<b>SOUND</b>	<b>69%</b>
	✗ A few poor spot effects.	
	✓ Delightful little in-game tune.	
	<b>PLAYABILITY</b>	<b>82%</b>
	✓ Damn addictive.	
	✓ 17 large, challenging levels	
	<b>ELITE</b>	<b>78%</b>
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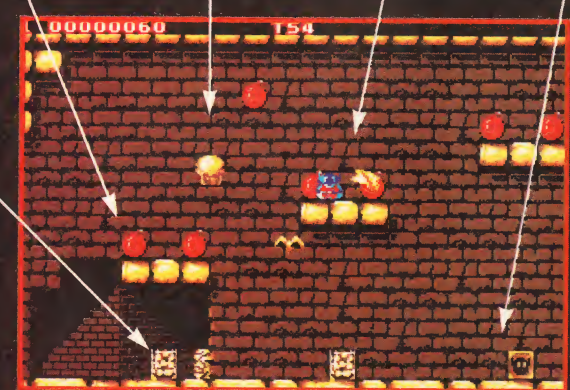
There are two types of bombs to diffuse, one worth 100 points and the other 200. You don't need to collect all the bombs to complete a level, unless it's a bonus level.

The skull called Heel floats around the pyramid chasing you - weird.

This is Rube, a dangerous bird who wants the chance to take a peck at Jack.

This box has opened to reveal a mighty coin which will add 1000 points to your coffers.

Coins found in chests will boost your score.



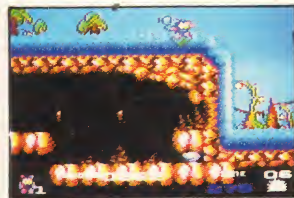




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# ALPHA WAVES

*Another mellow, New Age type thing hit the micros. Complete stoner, Julian Boardman checks out the latest and has a mind-expanding*

**1**00% New Age is the somewhat unquantifiable claim made on the cover of this unusual game. New Age is what the Nineties are all supposed to be about; flotation tanks, aromatherapy, acupuncture, crystals, relaxation and wearing white.

The idea behind the game is very simple. You must bounce your "mobile" across floating tiles in a 3-D vector graphic environment, exploring your playfield of over 100 rooms. Now this might

The game begins to assume the kind of dynamic beauty that you would associate with a pilot's eye view from a fighter plane, and the landscape moves around you as you float around from tile to tile and door to door. The game is

timed to give you an incentive to actually keep going around the area, with a one minute bonus for each room that you complete.

Should you want to take things more gently and attempt to influence your own mood and state of mind, then you should choose the Emotion section of the package. Each of the 12 zones in the game, from Dream to Stimulate to Meditate, inspires a different mood through its use of colour, based on research into the psychological effects of colours. For example, greens relax the mind, this is why the inside of some police cells (so I'm told), social security offices, and hospitals are that nameless shade of pastel green.

It is perhaps the use of colour, sound and the smooth movement in the 3-D environment that drag you into the game as you explore the large number of rooms and manoeuvre your way around. Just bouncing around sounds remarkably uninteresting but as soon as you start to play it becomes more important than Twin Peaks.



sound as boring as Michaelangelo, but the varying geometry of the rooms as you gently sweep round and spring up and down is quite impressive.

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<b>ATARI ST</b>	<b>GRAPHICS</b>	<b>85%</b>
	✓ Superb use of colour and shapes.	
	✓ Smooth movement.	
	<b>SOUND</b>	<b>79%</b>
	✗ Lack of astral soundtrack.	
	✓ Subtle sound effects.	
	<b>PLAYABILITY</b>	<b>86%</b>
	✓ Gently draws you into its world.	
	✓ Two-player joint enlightenment.	
	<b>US GOLD</b>	<b>85%</b>
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# COUNTDOWN

**T**he Central Intelligence Agency (or Caught In the Act, as they are better known) have come across some top secret information on an international terrorist group and you, as Mason Powers, are called in to brief your section head, Frank McBain.

Sounds simple enough, but nothing could be further from the truth. Frank McBain has been murdered; someone is going to be framed for the dirty deed; and that someone is you.

The story starts in a Turkish asylum. You awake one day to find you are trapped with-  
in the institution. Whoever wanted to frame you was doing a good job. After gathering yourself together, you soon realise that your priority is to prove your innocence, crack the international spy ring and prevent a global disaster. But how do you go about proving

your innocence when you are locked up in an asylum awaiting an operation? An operation, incidentally, that could leave you more than a little screwed up. Breaking out of the asylum is only

**In your dealings with the characters, you can act in several ways. You can either be helpful and pleasant or you can hassle them and try to bluff them, depending on how stupid they are. Different combinations of these will produce different results – it's very much trial and error. For example, when you bluff someone, you can pretend to be someone you're not and promise things you can't deliver.**

IN A GAME THAT HAS NO RULES...



IS THERE ANYONE YOU CAN TRUST?

Your ultimate goal is to piece together everything that happened before your "blackout". Only then can you start to discover what you must do to clear your name. That's the easy bit, actually clearing your name is the tricky part.

Stunning sound and graphic routines are a trademark of this new and emerging movie-feel genre. Access's innovative RealSound™ system allows digitised speech and music to be played over the normal PC speaker – and damn find it sounds too.



THURSDAY, OCTOBER 1, 10:30 P.M.  
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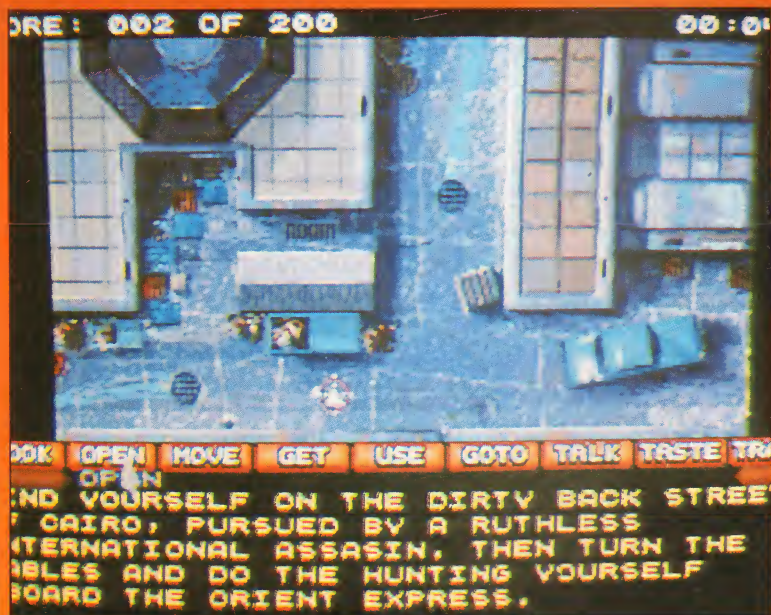




# OWN



Who set you up, and more importantly why? Vital clues will be revealed to you by the flashbacks that you seem to suffer from.



## I SPY

**James Bond** – The grandfather of celluloid spies, although the stars playing him are getting younger.

**James Pond** – A very British character, star of screen and microchip.

**Harry Palmer** – Played by Michael Caine, the trendy spy of the Sixties.

**Dan Aykroyd and Chevy Chase** – The world-saving stars of Spies Like Us.

**Julian Boardman** – Well, he does play I-Spy a lot.

## THE LAD'S A CAD

After escaping from the mental home, you will find the CAD (Computer Access Device). This handy little number lets you establish a link with the main CIA computer in Langley, Virginia. It allows you analyze items or gather information on any names you may have picked up.

the start, you will need to travel the world in the desperate search for clues. But watch your back as the enemy have you covered for most of the journey.

You are able to interact with all the other characters and even strike up semi-intelligent conversations with some of them. In fact, the whole game has an interactive movie feel to it; you almost feel sorry for the attendant at the asylum (and almost throw up when he speaks of lobotomies and bug eating).

Just a couple of words of advice before you set out on your adventure: trust no-one. It seems nearly everyone has their own ulterior motive to hindering your progress. But don't hang around, you only have 96 hours to clear your name.

It makes a pleasant change from saving the world as this time our CIA agent only has to clear his name. Someone out there wants Mason Powers locked up or, even worse, dead. He has been viciously and quite wrongly accused of murdering his boss, Frank McBain. Strange, really, because Frank was just about to learn of Mason's groundbreaking info on some terrorists.



**GRAPHICS** **91%**  
✓ Detailed and colourful VGA scenes.  
✓ Wonderfully illustrative.

**SOUND** **90%**  
✓ RealSound™ gives great PC sound.  
✓ Supports all major sound boards.

**PLAYABILITY** **92%**  
✓ Simple icon-driven system.  
✓ Very interactive and addictive.

IBM PC

**ACCESS/US GOLD** **91%**  
£29.99 ● OUT NOW





# EXTERMINATOR



*Being the only one in the RAZE offices who doesn't suffer from arachnophobia, Les Ellis grabbed his hairspray to tackle the latest bug-buster*



**T**he city of Chicago was hot – damn hot. Which is alright if you're with a lady, but not much good in Chicago. The city was suffering from the longest heatwave it had been under in a long time.

As the people of Chicago bathed under the summer sun, a great menace invaded the city, bringing to life all the inanimate objects around it. Throughout the suburbs, kids' toys began walking, cola cans started waddling down the highway; the whole area was getting out of control. There was only one man who could deal with a situation like this: The Exterminator (a sort of cross between the Equalizer and the Terminator).

Jumping into the overalls of The Exterminator, you must travel through the city, entering seven houses and clearing them of the offending bugs. Every bug you kill earns you a



coloured floor tile. When your tiles cover more than half the floor space of the room you are in, the area is cleared and you can continue on to the next of the five rooms. The game also contains a simultaneous two-player mode where both players compete against each other to obtain half of the room's squares.

Some handiwork to do in the kitchen. You'll need to crush those tin cans and squash the bugs to progress from this screen. When you have cleared this house, there are another six to do.



Audiogenic's *Exterminator* is a pixel perfect translation of an arcade machine by coin-op manufacturer Gottlieb. Audiogenic's previous game, *Loopz*, was so popular on computer that Capcom have already picked up the licence for an arcade version – expect that within a month.

**IBM PC** **VIRGIN**  
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**GRAPHICS** **80%**  
✓ Good use of colour in rooms.  
✓ The sprites contain some cute detail.

**SOUND** **79%**  
✓ Delightfully quaint tunes.  
✓ Grotesque splatting effects.

**PLAYABILITY** **82%**  
Takes time to master.  
✓ Addictive due to its strange content.

**AMIGA**  
**AUDIOGENIC**  
£24.99 • OUT NOW **80%**

**GRAPHICS** **80%**  
✓ Identical to the Amiga version.  
✓ Impressive detail.

**SOUND** **84%**  
✓ Super use of ST chip.  
✓ Extra music on 1Mb machines.

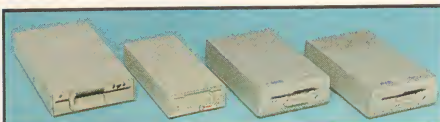
**PLAYABILITY** **82%**  
✓ Weird but fun.  
✓ Takes time but is very addictive.

**ATARI ST**  
**AUDIOGENIC**  
£24.99 • OUT NOW **82%**



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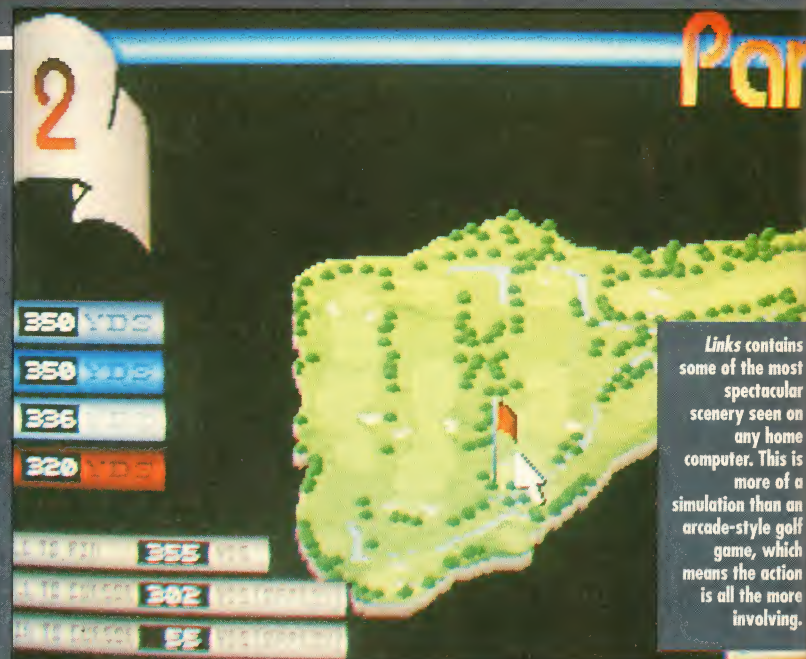


RAVE

## LINKS

*After pulling him off Gates of Zendacon and California Games, we finally got Les Ellis to play with the right Links*

**G**olf is a game that I find very hard to take seriously. If you ignore the actually pointlessness of walking around the countryside knocking balls into holes, you can't fail to notice the rather dubious fashion of the world's golfers. Of course, with salaries the size of the NHS budget, the tournament golfers do have the last laugh.



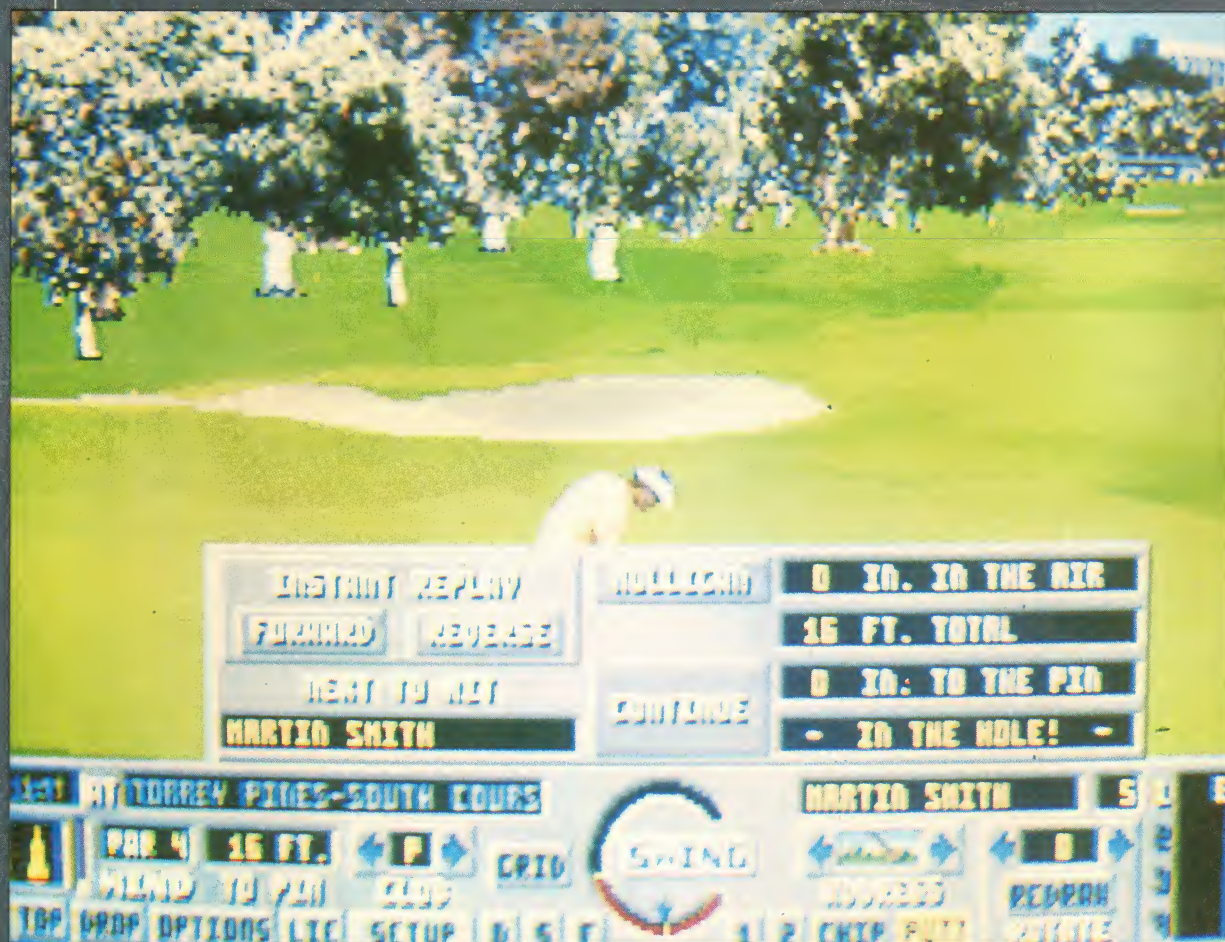
There seems to be a resurgence in the popularity of golf games recently. The startling success of *Arnold Palmer Golf* is proof in the Sega pudding, but what of other computers? *Leaderboard* is still the best around, so it was with

trepidation that I loaded *Links* – I was to be pleasantly surprised.

*Links* allows up to eight players to partake in a round of golf at the Torrey Pines golf course. If this seems a bit limiting then other course disks are on their way at the rate of one every couple of months. The game can be played over all 18 holes or just nine if you can't hack the pace. There is also a very useful practice mode where you can go on the driving range or show off your chipping and putting techniques.

One of the unique features that makes this game so damn playable is the replay mode where you can view your shot, either from behind the lie or from the hole. In today's dynamic market, it may be an obvious feature, but till now this useful option has been lacking from any golf game. Using the replay function, you can view your stance, see the power of the club you chose, and even watch the wind blow the ball from one side of the green to the other.

Golf games are usually very little more than a direct conversion of the rudiments of the real thing. *Links* is much more than that. The game contains everything you could need in a golf simulation. This has got to be the best golf game on any home computer.



## ON THE TRAIL OF THE LONESOME PINE

The Torrey Pines golf course is located in San Diego, right on the edge of the Pacific ocean. Some of the fairways cling to the steep canyon ledges which drop 300 feet to the sea. The sea wind can also prove a hazard, not because of its strength but due to its confounding nature. Torrey Pines is the home of the Shearson Lehman Hutton Open, one of the most popular tournaments on the PGA Tour.

The main control panel may look complex but it is remarkably easy to master. The round dial in the middle indicates the power and snap of your swing. Obviously, *Links* is best played with a mouse.

## GRAPHICS 95%

- ✓ Beautiful animation on the golfer.
- ✓ Immense detail – even ball washers!

## SOUND 88%

- ✓ Supports all the popular soundboards.
- ✓ Use of wildlife and commentary effects.

## PLAYABILITY 93%

- ✓ The best golf sim ever!
- ✓ Unbelievable in multi-player mode.

ACCESS/US GOLD  
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# HACKS & STACKS



## THE WARNING

A memo intercepted by an erstwhile agent (RIP).

TO: Dr Maybe at F.I.S.H. HQ  
FROM: Agent Fishenchipski

My dear Doctor

We have set Mr Pond 12 separate missions to solve with a time limit on each. Within each mission there can be up to four sections. Each section is connected by a large black hole to another section. If the countdown clock manages to reach ten, one of our agents will be dispatched to track Mr Pond down and finish him.

There are many things for Mr Pond to discover in the missions - far too many for one small orange fish to find in an entire lifetime. Some have been designed to help him, some to lure him, some to trap him but most of them are designed to kill him! We are confident that there can be only one outcome for Mr Pond - failure!

Here is my report on the various treasures, traps and perils that we have prepared for Mr Pond...

## THE SECRET ROOMS

There are three types of secret room. They are well hidden and appear as small or large holes in the seabed. They can have three different entrances, from the left, from the right and from below you. To enter one, Pond must go through the hole. If he leaves any secret room then tries to re-enter, that room will become a bad room.

**Good Rooms:** They contain many bonus point items and sometimes contain yellow (extra energy) starfish. In the later levels, these rooms can be full of super bonus items or whisky bottles (giving Pond a massive bonus and a heavy hangover).

**Bad Rooms:** Contain enemies and a bonus letter (see "Collecting Letters").

**Neutral Rooms:** Contain large chests. When the chest is touched, a number of items will pop out, some good, some bad. It is up to Pond to collect what he needs.

## COLLECTING LETTERS

All bad secret rooms contain a letter (positioned in the centre of the room). Pond will receive 50 points for collect-

ing a letter. The letters make up his name. Whenever Pond returns home, he will find that the letters he has collected are glowing. When they are all collected and Pond returns home, he will receive a bonus of 10,000,000 points. A complete set of letters can be collected up to three times.

## MUSHROOM TRANSPORTERS

All mushrooms transport Pond to another place within the section that he is in. To use one he must simply swim onto it. (Note: if Pond is above water he must push up while hopping on one.) There are two types of mushroom (but both look the same).

**Mushroom to mushroom transporters:** This type of mushroom is joined to another "twin" mushroom and by using the two mushrooms, Pond will be transported between them. They can be very useful to get him to inaccessible areas or to help Pond skip areas of the map where a large number of items have to be ferried through.

**Mushroom to drop-off transporters:** This type of mushroom will not do anything until Pond has successfully dropped off an item for a mission in the same section as the mushroom. Then whenever he uses the mushroom, it will magically transport him to the place where he last dropped off a mission item.

## SWITCHED WALLS

Most switched walls have a "twin" wall elsewhere in the same section. By touching the switch (a small red bobble on the seabed or a ledge) a sound will be heard to indicate that one of the walls has disappeared and another has appeared. The walls can be toggled off in this way using the switch.

## ALTERNATING WALLS

Most alternating walls also have a "twin" wall elsewhere in the same section. One of the walls will auto-

# JAMES POND



## UNDERWATER AGENT



## PASSWORDS

**Amiga:** type in "JUNKYARD" and hit return whilst playing the game.  
**Atari ST:** type in "MR2" and hit return whilst playing the game.  
 You can now use the following keys on both versions.  
**RETURN** toggles the cheat mode on and off. When on, a fairy will float around Pond and protect him.  
**D** makes the locks disappear from the next mission pipes.

matically appear and the other will disappear at regular timed intervals.

### DISAPPEARING WALLS

These can only be found above water and will disappear when Pond tries to jump on them. They are usually used in traps and can be easily detected as such if there happens to be something nasty lurking underneath.

### APPEARING WALLS

These can only be found above the water and will suddenly appear out

of thin air if Pond walks on one.

### OYSTERS

Oysters can be found on certain missions. When Pond touches one, the oyster will follow Pond and kill up to eight enemies. it cannot leave the section it was found in.

### EXTRA ENERGY GRUBS

Grubs bounce up and down. More energy will be gained if the grub is caught whilst he is bouncing upwards.

### MAD SCIENTISTS

These clever devils teleport out of thin air. They always teleport to where you were a few seconds before so it is advisable to keep on the move. Because they are so tough they only appear in missions 11 and 12.

### JELLYFISH

Found in missions four, six and ten. Pond will need special x-ray sunglasses to see them.

### PELICANS

A pelican crossing can be found on missions two and five. The pelican

crosses back and forth just above the water. If Pond stays too close to the surface of the water, the pelican will swoop down and attempt to pick him up. He will then drag Pond through the air for a short time before dropping him back into the water.

### PUFFA FISH

The puffa fish appear in mission five. They have been given strict orders to run off with toxic waste canisters to stop Pond from dumping them back on land.

### SQUID

Squid appear in missions 3 and 11. If Pond comes into contact with a squid



## HARDWARE INSTRUCTIONS

**Helmet** – The helmet will enable Pond to breathe above water for much longer periods of time.

**Shades** – Enable Pond to see the otherwise invisible jellyfish underwater.

**Top Hat** – When worn, the top hat will reduce the amount of damage taken from enemies.

**Ray Gun** – This weapon has two uses. Firstly, underwater it saves you the trouble of having to bubble the enemy and pop them (when hit with the ray gun, enemies will pop instantly). Secondly, the ray gun can be fired above water so that you can kill certain land-based enemies that you wouldn't normally be able to kill.



then everything will black-out for a few seconds.

### EXPLODING RUBBER DUCKS

There are four of these lying around in mission six. The ducks will explode and kill Pond if he touches them.

### EXTRA DYNAMITE

For use in mission three, this can be found in Pond's home pipe.



# B

# C

# D

# E

# F

# G

# H

# I



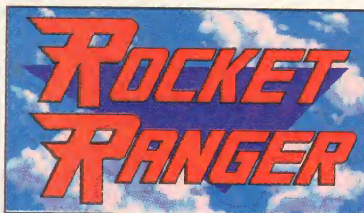
**Putting all his official Government business aside for a few moments, Sir Ivor Tightwallet scans the budget market and finds a few scorchers**

## ROCKET RANGER

MIRROR IMAGE ● £9.99

It goes without saying that *Rocket Ranger's* amazing graphics and sound won the admiration of the country's gamers when it was released in 1988. Unlike some Cinemaware games, it seems to have improved with age and is still a stonker of a game.

Your objective is to halt the spread of Hitler's evil forces, find a clever professor and win over his daughter



— all in the style of a Fifties B-movie.

There's a clever mix of arcade action and strategy as you assign your spies to foreign countries. From abroad they report back to you, informing you of any enemy movements and tidbits they've found out. From this information you must plan your route around the globe, visiting certain countries whilst conserving your fuel.

The game is made up of many action scenes, all linked together with superb intermission screens. After completing the take-off procedure, you could find yourself battling German fighters in the sky, grenading jungle bases, or even fighting women on the moon. Your main objective is to stop Hitler getting control of the world's priceless lunarium



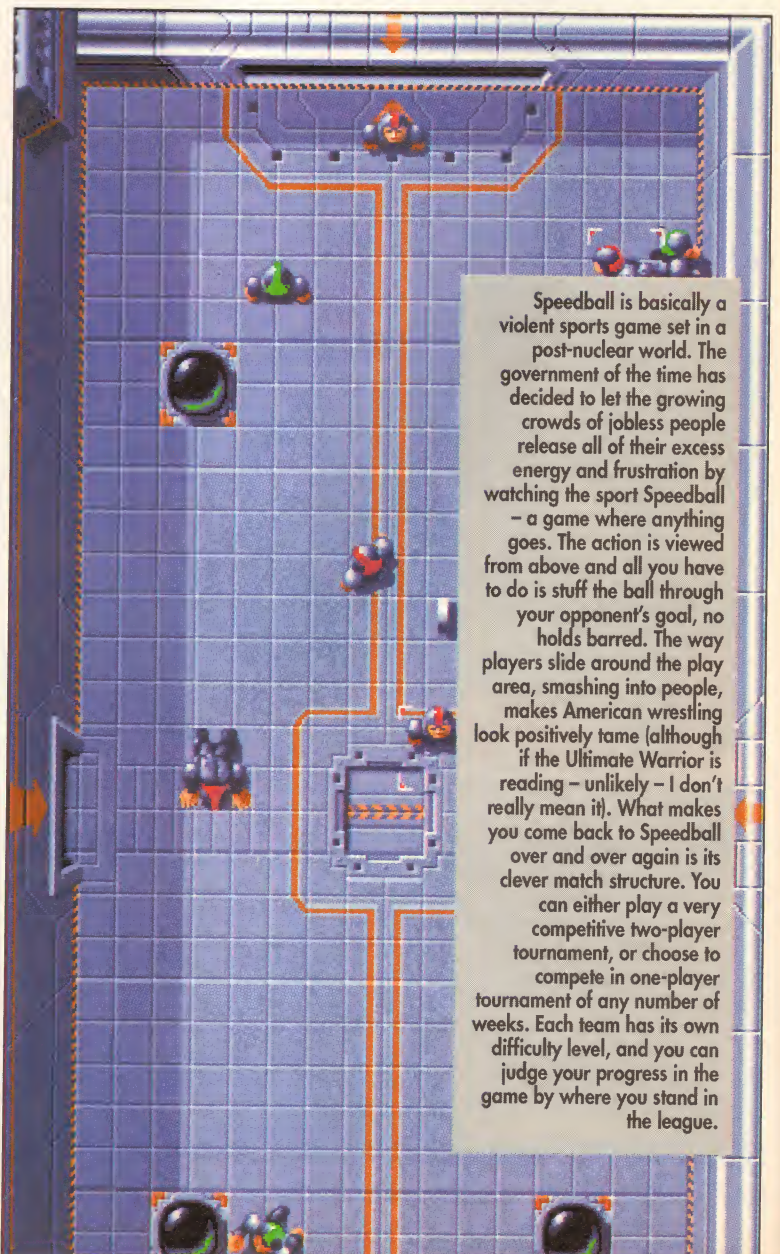
If you don't carry enough lunarium in *Rocket Ranger*, you will not quite make it to your destination — and what goes up...

## SPEEDBALL

MIRROR IMAGE ● £9.99

When this game originally came out, it got reported to my able colleague Sports Minister Ken Ackered for the copious amounts of violence it portrayed. "More fights than Sylvester Stallone," the complaint read. Obviously, such a complaint soon got slam-dunked. Now that the game has been released on the Master System, and the sequel is already scoring a huge computer success, Mirror Image have decided to let newcomers relive the original. A super game that every computer owner should have.

AMIGA .....	88%	AMIGA .....	92%
ATARI ST .....	82%	ATARI ST .....	91%
IBM PC .....	84%	IBM PC .....	90%



Speedball is basically a violent sports game set in a post-nuclear world. The government of the time has decided to let the growing crowds of jobless people release all of their excess energy and frustration by watching the sport Speedball — a game where anything goes. The action is viewed from above and all you have to do is stuff the ball through your opponent's goal, no holds barred. The way players slide around the play area, smashing into people, makes American wrestling look positively tame (although if the *Ultimate Warrior* is reading — unlikely — I don't really mean it). What makes you come back to Speedball over and over again is its clever match structure. You can either play a very competitive two-player tournament, or choose to compete in one-player tournament of any number of weeks. Each team has its own difficulty level, and you can judge your progress in the game by where you stand in the league.



# 16-BIT HIT MACHINE

GREMLIN • £24.99

Just lately, Gremlin have been winning everyone's praise (including our Transport Minister, D RiveusRoundthebend's) for their series of racing games. This month's featured compilation comes direct from those Sheffield speed freaks and contains a couple of racing games and two arcade adventures.

The first game on Hit Machine is a *Super Sprint*-style racing game called *Super Cars*. In my opinion this is far superior to the aforementioned game, although a drawback is that it's only a one player game.

The Government's Keep Britain Tidy plan is put into action in



*Skidz*, Gremlin's environmentally friendly BMX/skateboard game. You must ride around collecting all the rubbish from the city streets, whilst trying not to hit any of the townspeople or obstacles. You can make your job just that little bit more worthwhile by picking up some of the money lying around the streets, and people will



Here is the second of the nine tracks which appear in *Super Cars*. By winning races you can accumulate money which, when spent wisely, will buy you better weapons, a new engine and even a new car.

also pay to see you perform stunts.

*Switchblade* is the weakest game of the compilation. You play Hiro the hero, last of the Bladeknights, a hi-tech warrior assigned the task of reassembling the 16 parts of the protective fire-blade. The game's a very bland, unexciting arcade adventure and is not of the same ilk as the latest Gremlin smackers. Still, you always get one duffer on a compilation and this is it.

Last but not least (but close) comes *Axel's Magic Hammer*, a cute, arcade, platform game. You control the eponymous character who must rescue his beloved girlie who has been kidnapped by Nilmerg the dragon. Axel is armed with his magic hammer which can smash bricks to reveal helpful power-

were hot for car games.

AMIGA ..... 80%

ATARI ..... 80%



Collecting rubbish is the main theme in *Skidz*, a game about a lad and his skateboard, below.



ups. Discover once more some great Gremlin games in this feature-filled compilation. It's odd, but even a few years back Gremlin

## BUDGET BITZ

★ As well as *Rocket Ranger* and *Speedball* on the Mirror Image label, you'll also be able to get *Carrier Command* and *Defender of the Crown*. All will be available on the Amiga, Atari ST and IBM PC for the paltry sum of £9.99.

★ Following the multi-format success of *Damocles*, Novagen have released two mission disks for it. The *Damocles Mission Disks 1* and *2* are available for £9.99 each on the Amiga and Atari ST.

★ 16 Blitz Plus are making a reappearance this month with the release of *Continental Circus*, *Double Dragon*, *Silkworm* and *Gemini Wing* on Amiga and Atari ST for £7.99. On the 16 Blitz label a game called *Yes Prime Minister* is being released for the IBM PC at only £4.99. Yep, now Joe Bloggs can catch a glimpse of the high life and take residence at Number Ten.



One of the most enjoyable two-player shoot-'em-ups makes it way into the budget market.

★ Code Masters seem to be having a quiet month on the 16-bit machines. This month's releases include *CJ's Elephant Antics*, where you must help CJ escape from a zoo and return to his homeland.

★ Those crazy boys from Liverpool, Psygnosis, have just announced sketchy details of their new budget label. Called *Sizzlers* (should be *Psyzzlers* really), the label will feature *Blood Money*, *Menace*, *Stryx* and *Infestation* as its first quartet of release. Price is unconfirmed at the moment, but should be around £9.99.

## SUPER TIP

I set the Government Research Labs the task of checking out *Super Cars* for any little cheats and they came up trumps. My thanks go to Professor Tree and Professor Matt for the following snippets. When asked to enter your name on *Super Cars* type in RICH - you will now receive an absurd amount of money to buy the best car. Type in ODIE to access the second round.



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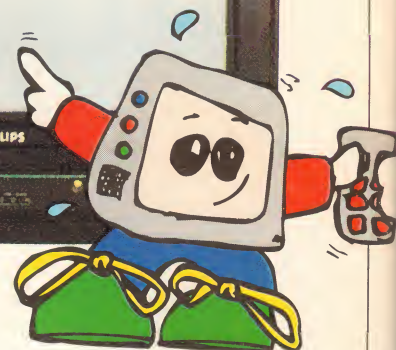


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● So how can you get hold of one of these? Well, you could try sending us a pile of cash, that always gets a response, or you could think up a suitable caption for the picture of "our" Jools Boardman. The funniest, stupidest, most ridiculous caption out of the bag on March 3, will win the sender the Philips teletext TV. Pop your caption down on a postcard and send it to *The Lunatic Asylum, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.*

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Help, I'm stuck in a mental institution without any TV.

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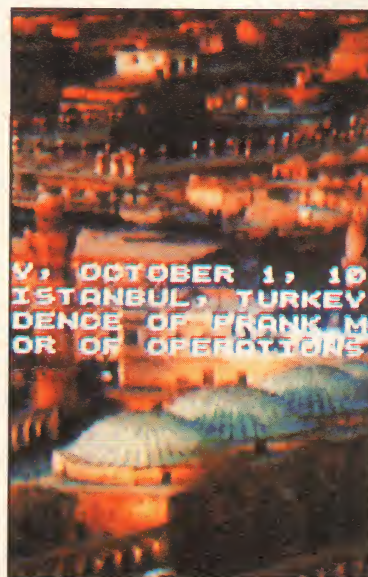
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Entries must arrive by March 28, or you'll be getting a visit from the men in the white coats.



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# BACK TO THE FUTURE III PART III



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